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THE

WORKS

OF

DAMIANO, RUY-LOPEZ,

AND

SALVIO,

ON THE

Game of Chess.

April 1813.

James Compton, Printer, Middle Street,
Cloth Fair, London.

THE WORKS

OF

Damiano, Ruy-Lopez,

AND

Salvio,

ON

THE GAME OF CHESS;

TRANSLATED AND ARRANGED:

WITH

REMARKS, OBSERVATIONS, AND COPIOUS NOTES

ON

THE GAMES.

CONTAINING, ALSO,

SEVERAL ORIGINAL GAMES AND SITUATIONS,

BY THE EDITOR.

TO WHICH ARE ADDED,

The Elements of the Art of Playing without seeing the Board.

Qui joue un coup en vain
Perd un grand avantage,
Joueur habile et sage
Ne fait rien sans dessein.
* * * *
* * * *
Distraits ne soient tes yeux
Ni ta main trop légère.
Un beau coup s'offre à faire,
Vois s'il n'est rien de mieux.

M. DE ST. USSANS.

By J. H. Sarratt,

Author of a Treatise on Chess, &c., and Professor of the Game.

London:

PRINTED FOR T. BOOSEY, No. 4, OLD BROAD STREET,
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1813.

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The Lord Viscount Pollington, M.P.

&c. &c. &c.

THIS TREATISE IS INSCRIBED,

AS A TOKEN OF RESPECT,

BY HIS OBLIGED AND OBEDIENT SERVANT,

J. H. SARRATT.

Queen Street, Bloomsbury,
April 1813.

Preface.

IT may be proper for the Editor to state the reasons which have induced him to publish a *translation* of DAMIANO, RUY-LOPEZ, and SALVIO.

The acknowledged excellence of these works has certainly operated as the principal inducement. The Editor has frequently and attentively played and examined all the games contained in those treatises, and he is strongly impressed with the belief that they are calculated to assist in a material degree unpractised players—to facilitate improvement in those who are already proficients—and, that they are indispensably necessary to those, who, favoured by genius and aptitude, are likely to attain the flattering distinction of *first-rate players.*

The numerous amateurs who have heard of these books, and those who have seen the

very few copies that are extant, are equally anxious to possess them ; they have expressed their regret at the difficulty (if not *impossibility*) of procuring them, not only in Great Britain, but even in any part of the Continent. Some of the Editor's friends desired their Booksellers, so long ago as the year 1804, to endeavour to obtain them at any price, but their attempts have failed of success.

Under all these circumstances, the opinion that this translation will be favourably received appears not destitute of probability.

It must be observed that the Editor has translated *merely the Games, Variations, and Notes which refer to any particular move or situation*—all historical or extraneous matter he has totally disregarded ; being unwilling to swell the Work to an unreasonable bulk.

In DAMIANO and LOPEZ, the *historical portion* is comparatively trifling : but in SALVIO it is very considerable.

A few extracts which are not unentertaining will be occasionally introduced.

It is not improbable, that, to some ama-

teurs, the method of castling *à l'Italienne*, which is adopted in some of these games, will appear an insurmountable obstacle. The observation, "Why should I study a game which I can "never put into practice in this country?" will naturally suggest itself; nevertheless the Editor presumes to think that this objection, when duly considered, will prove to be groundless. It might be easily demonstrated, that, situations similar to those in which *latitude of castling* is allowed could occur, even though such *latitude* were prohibited; and in those cases the rules which are here given would, of course, prove of great utility: but supposing, for the sake of argument, that such situations could not occur, still it cannot be denied, that, the very skilful moves which are recommended must materially improve a player; in the same manner that it is universally admitted, that, playing difficult ends of games or critical situations conduces to improvement, even though such critical situations may never happen, and probably never did happen.

To this it may be added, that, in a great

proportion of the games contained in these three authors, the *Italian* method of castling is not adopted.

The Editor is still of opinion that it is greatly superior to the *Calabrista* method—moving the King two squares only; and he thinks, that, many players will concur with him, after perusing SALVIO's treatise.

DAMIANO.

DAMIANO is the first who wrote a treatise intended to facilitate the study of the game of Chess*.

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* *Jacopo Dacciesole,* or *Jacobus de Cæsolis,* a Dominican friar, wrote on Chess before the year 1200; but his book does not contain any rules for playing. It is divided into twenty-four chapters: the first three give an account when and how the game was invented; the following five contain a description of the pieces; the next eight, a description of the pawns; and the last eight, a description of their moves.

It was originally written in Latin; and translated into French by *Jehan de Vignay,* a monk: from this French version *Caxton* translated his edition, which was printed

The title of his work is, "Libro da impa-
"rare Giocare a Scachi in Lingua Spagnola
"& Taliana novamente Stampato."

Mr. Twiss says, "This is a small duodeci-
"mo of 128 pages, without name, date, or

---

in 1474. This was the first book printed in England with metal types.

In the year 1266 there came to Florence a Saracen named *Buzecca*, a very great master of Chess-playing; and in the Palace *del Popolo*, before Count *Guido Novello*, he played at one time on three Chess-boards, with the best masters of Chess in Florence, playing with two by memory, and with the third by sight; and two games he won, and the third he made a drawn game by a perpetual check, which circumstance was esteemed marvellous.

(*Extracted from* CHESS; a truly entertaining work by *Mr. Twiss*, published in 1787.)

In the Exchequer Office, at Westminster, is preserved a book containing an account of the household expences of Henry VII, almost every page of which is signed by the King himself; in one of them is this article, "For the King at Tables, Chess, &c. lvl s. viii d."

The names of the Chess-men in the reign of Henry VIII, according to a passage in a book printed in 1519, were Kynges, Quyens, Alfyns, Knyghtis, Rokis, and Paunys.

("CHESS," *Vol.* II, *p.* 38 and 39.)

" place: in the title-page is a print from a " coarse engraving in wood, representing a " priest and a monk playing at Chess. One " third of the book is in Italian, containing " some account and the rules of the game: " the remainder is a collection of curious ends " of games (in Spanish primores), with a " Chess-board in the middle of each page; " the explanation at the top is in Italian, and " at the bottom in Spanish: but the figures on " the boards are so badly engraven, that not " one of these games is intelligible.

" This book is in the King's library; and " in that of the Royal Society is likewise a " copy, which is the only book on the sub- " ject there preserved. I was favoured with " the sight of another edition, by the Cheva- " lier de Pinto, in the common print, also " without date or place, but otherwise exactly " like the first, except that it ends thus— " Laus Deo. Finisse el libro da imparare gio- " care a Scachi & delle partite. Coposto " per Damiano Portughese.

" Lolli mentions this edition, and says, it " was printed at Rome in 1524.

" DAMIANO, among other opinions of the " origin of Chess, says," Altri dicano che fureno " doi fratelli liquali se chiamareno Lidio & " Tirreno, liquali afflitti con una grande fame " per passare el tempo & non patire tanta " fame & aflittione ordenarno questo gioco & " cosi se passarno quello infortunio de modo " che con qsto gioco passaveno il tempo & " non mangiaveno se non tre volte in duoi " giorni."

Thus translated by *James Rowbothum* :---
" Other some saye that they were two bre-
" thren : the one named Lidie, and the other
" Tirrhene, who, beinge afflicted with great
" hunger and famine, did invent this playe ;
" to the end, that in playinge of it, they might
" employe their spirites so vehemently that
" they might more easily passe the faminall
" affliction : and indeede they passed the
" tyme so well, that they made but three
" meales in twoo dayes."

The copy in the Editor's possession was printed at Venice in 1564 ; and is entitled :

" Libro da imparare a giocar a Scachi, con bellissimi partiti, & molte suttilità.

" Revisto, et Corretto, con summa diligentia, da molti famo-
" sissimi Giocatori.

" In lingua Spagnola & Taliana, nuovamente Stampato.

" In Venetia—Appresso Steffano Zazzara."
M.D.LXIIII.

It is divided into ten chapters: the *first* contains the names of the pieces, their situations, and some general rules; the *second* is entitled "*Del primo modo di giocare*," the *first* method of playing; that is, beginning with the *King's pawn*: the *third* chapter treats of the *second* method of playing; i. e. beginning with the *Queen's pawn*: in the *fourth* is inserted the method of playing when the odds of the *pawn for the move* are given: the *fifth* contains games in which *the pawn and move* are given: the *sixth*, games in which the Knight is given for the pawn and move; all these games appear to be entitled to unqualified approbation: the *seventh* chapter contains games in which the Knight is given: in the *eighth* chapter are inserted the *subtle moves* ("*tratti suttili*") called, in "vulgar" Spanish,

primores; they are *sixteen* in number: the *ninth* chapter contains his well-known ends of games; these DAMIANO calls "*Giochi de i partiti;*" they are in number *sixty-eight:* the *tenth* and last chapter contains *the Elements of the Art of Playing without seeing the Board.*

Of these ten chapters the Editor has translated only *seven:* he has not translated the *first* chapter, from a belief that it contains nothing that is either instructive or entertaining. In speaking of the *pawns*, DAMIANO says, "El movimento della pedona è la prima volta andare *tre* case se vole;" but no doubt he includes the square on which the pawn is originally placed.

The *eighth* and *ninth* chapters the Editor has omitted, from a conviction, that, all DAMIANO's "subtle moves" and ends of games have already been published. They are to be found in the works of *Lolli; Dr. Ercole dal Rio*'s treatise; *Cozio*, and *Stamma;* and in *les Stratagèmes des Echecs*, &c.

The degree of skill which is conspicuous in

the greater number of these *ends of games* cannot be surpassed.

It is rather singular that Mr. Twiss does not mention DAMIANO's directions for *playing without seeing the board**. In the copy which is in

* The following players are recorded as having excelled in the *art* of playing without seeing the board :

Buzecca, a Saracen ;
Dr. Salvio ;
Mangiolino, of Florence ;
Paolo Boi, of Syracuse ;
Zerone ;
Medrano ; } all Spaniards
Ruy-Lopez ;
and
Philidor.

Keyster, in his account of *Turin*, in 1749, says, " The late *Father Sacchieri* of *Turin* was a remarkable " instance of the strength of human understanding, par- " ticularly that faculty of the soul, we term memory. " He could play at Chess with three different persons at " the same time, even without seeing any one of the " Chess-boards. He required no more than that his " substitute should tell him what piece his antagonist " had moved, and *Sacchieri* could direct what step was " to be taken on his side, holding at the same time con- " versation with the company present. If any dispute " arose about the place where any piece should be, he

the Editor's possession, these directions occupy several very closely printed pages: they are entitled "Dell arte del giocare alla mente."

The greater part of DAMIANO's treatise was translated into English, and published in London in the year 1562: it is entitled "The pleasaunt and wittie playe of the Cheasts renewed. Lately translated out of Italian into French, and now set furth in Englishe, by James Rowbothum. Printed at London, 1562."

This work is exceedingly scarce: the only copy that the Editor ever saw, is in the pos-

---

"could tell every move that had been made not only "by himself, but by his antagonist from the beginning "of the game; and, in this manner, incontestably decide "the proper place of the piece. This uncommon dex- "terity at the game of Chess appears to me almost "the greatest instance that can be produced of a surpris- "ing memory."

Verci says, "Father *Sacchieri*, Lecturer of Mathema- "ticks in Pavia, played to perfection on *four* Chess- "boards at the same time."

If these accounts be accurate, *Sacchieri*'s talents in that department were unquestionably superior to those of any other Chess-player.

session of the Hon. *G. J. Tuchet**, only son of the Lord Audley.

---

* The Hon. G. J. Tuchet has a remarkably valuable collection of Chess-books: he possesses also a very scarce and curious book containing a description of a game to be played on a board with squares (*a*).

It is printed in black letter, and is entitled, "The most ancient and learned playe, called the Philosopher's game: invented for the honest recreation of students, and other sober persons in passing the tedious of tyme, to the release of their labours and the exercise of their wittes. By W. F."

It begins thus: "That moste auncient and learned Playe called the Philosopher's game, being in greek termed ῥυθμομαχια, is as much as to saye in Englishe the battell of numbers," &c. At the end is: "Prynted at London by Rowland Hall for James Rowbothum, and are to be solde at his shoppe in Chepeside, under Bowe church. 1563.

"All things belonging to this game
for reason you may bye:
at the Booke shop under Bochurch
in Chepeside redilye."

(*a*) There is another copy in His Majesty's library; but it wants the title.

LOPEZ.

The *first* edition of *Ruy-Lopez* was printed in 1561 : it is in Spanish, and is entitled "Libro de la Invencion liberal y Arte del juego del Axedrez, por Ruy-Lopez de Sigura, clerigo, vezino dela villa Cafra. Dirigida al muy illustre Señor Don Garcia de Toledo, ayo y mayordomo del serenissimo principe don Carlos nuestro Señor."

It contains sixty-six games, of which twenty-four are from *Damiano*. The only copy that the Editor ever heard of (for he did not *see* it) was in the library of Count Bruhl.

There is a copy of Ruy-Lopez' treatise in the British Museum : it is wholly in Italian, and was printed in 1584.

The copy in the possession of the Editor is a French translation, published at Brussels, in 1655 : it was given to him some years ago, by the Hon. G. J. Tuchet.

Although Lopez has attempted to criticise Damiano, he appears to be inferior to him in point of skill : yet his games are, perhaps, more

instructive than DAMIANO's, because LOPEZ has inserted a much greater number of Variations: and it must be acknowledged that some of them are exceedingly well played.

His favourite opening seems to be, the playing of the King's Bishop's Pawn two moves at the *fourth* move of the game, after both parties have played their Kings Bishops to their Queens' Bishops' fourth squares; and their Queens to their Adversaries Kings' Rooks' fourth squares. This is a species of Gambit, and it is perhaps a *safer* game than the *common Gambit;* as the *Gambit's pawn* cannot securely be supported. GRECO has inserted several of these games, which are all extracted from LOPEZ.

The copy which is in the British Museum contains many games, in which the odds of the pawn and move, Knight, &c. are given; but they do not materially differ from DAMIANO's.

SALVIO.

This work, perhaps the best that was ever written on Chess, is entitled "Il Puttino, al- "tramente detto, il Cavaliero Errante, del "Salvio, sopra el gioco de Scacchi, Napoli, "1604*." The first part of this work contains an historical account of the game, and numerous anecdotes of eminent players; particularly of *Leonardo da Cutri*. The second part contains many games, and ends of games.

Leonardo excelled in the game of Chess at so early an age, that he was known by the appellation of "*il Puttino*," the boy. He was at Rome in the year 1574, and *Ruy-Lopez* (who had gone to solicit the grant of a vacant benefice from Pope Gregory the 14th) played with *Leonardo* two successive days, and defeated him.

Leonardo, greatly distressed, immediately left Rome, and went to Naples, where he closely

* Mr. *Twiss* mentions another edition printed at Naples, in 1634.

applied himself for two years to the study of Chess. He then departed for *Cutri*, in Calabria, his native place: and, learning that his brother had been taken by Corsairs, he set out to ransom him. *Leonardo* agreed with the Reis, or Captain of the galley, that his brother should be liberated for two hundred crowns. The Reis was a Chess-player, and *Leonardo* won his brother's ransom, and two hundred crowns more. He afterwards went to Genoa, Marseilles, Barcelona, and Madrid; and defeated all the most celebrated players in those cities. At Madrid he met with his former *victorious* opponent *Ruy-Lopez*, and played with him in the presence of Philip II. The result of this *second* match was very different from that of the *first*: *Leonardo* was the conqueror, and received a very valuable present from the King.

At Lisbon he defeated an excellent player, called *il Moro*: and the King, after rewarding him munificently, bestowed upon him the title of *Knight Errant*.

On his return to Italy, he met with the re-

nowned *Paolo Boi**, and *contended* with him three succesive days: *Paolo Boi* played the Gambit, and *Leonardo* took and supported the Gambit's pawn. The first two days each *champion* won an equal number of games: on the third, *Paolo Boi* was conquered; but Salvio acknowledges that he was indisposed.

It is remarkable that these two celebrated players perished by poison. *Leonardo* was poisoned in the palace of *Prince Bisignano*, in Calabria, at the age of forty-six. *Paolo Boi*, at the age of seventy, was poisoned in 1598 by his servant, who knew him to be very opulent.

With *very few* exceptions, Salvio's games are admirably played: all his Gambits have been imitated, and even copied, by every player who has written on Chess; even by *Greco* and *Philidor*.

---

* *Paolo Boi* was a native of Syracuse in Sicily. He was taken by an Algerine Corsair, and sold for a slave. His master discovered his great skill at Chess; and having won considerably by his lessons and advice, he made him a present of a thousand *zechins*, and gave him his liberty.

The game so well known by the name of *Salvio*'s Gambit, is remarkable for the number of its Variations; all of which exhibit great skill: but, nevertheless, it certainly is not so instructive as the gambit in which the attacking player sacrifices his King's Knight.

THE Editor again expresses his belief, that the works of these three eminent players will be found to be entitled to the approbation of Chess-players in general: and with this pleasing hope, he submits the translation to the Public.

Queen Street, Bloomsbury,
April 1813.

Damiano.

FIRST GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. The same.

3.

W. K. Kt. takes K. P.
B. The same.

4.

W. Q. to her K. second square.
B. The same. *(a)*

5.

W. Q. takes K. Kt.
B. Q. P. one square.

(a) If he should retire his Kt., you must play your Kt. to his Q. B. third square, and you will capture his Queen.

6.

W. Q. P. two squares.
B. K. B. P. one square.

7.

W. K. B. P. two squares.
B. Q. P. takes K. Kt.

8.

W. Q. P. takes Q. P.
B. Q. Kt. to Q. second square.

9.

W. Q. Kt. to its B. third square.
B. K. B. P. takes the P. on its K. fourth square.

10.

W. Q. Kt. to adversary's Q. fourth square.
B. Q. to her third square.

11.

W. K. B. P. takes the P. on the adversary's K. fourth square.
B. Q. to her B. third square. (*b*)

(*b*) If he take your P. with his Kt., you must play your Q. B. to its K. B. fourth square, and he cannot avoid the loss of a piece; and if he take it with his Q., you must exchange Queens, and then take his Q. B. P. by check, and you will win his Q. R.

12.

W. K. B. to adversary's Q. Kt. fourth square.

B. Q. to her B. fourth square. *(c)*

13.

W. Q. B. to its K. third square. *(d)*

B. Loses his Queen.

VARIATION of this GAME,

Beginning at the eleventh move of the Black.

1.

W. *K. P. two squares.*

B. *The same.*

2.

W. *K. Kt. to its B. third square.*

B. *The same.*

3.

W. *K. Kt. takes K. P.*

B. *The same.*

4.

W. *Q. to her K. second square.*

B. *The same.*

5.

W. *Q. takes K. Kt.*

B. *Q. P. one square.*

(c) He cannot take your K. B. without losing his Queen.

(d) You may likewise move your Q. Kt. P. two squares.

6.

W. *Q. P. two squares.*
B. *K. B. P. one square.*

7.

W. *K. B. P. two squares.*
B. *Q. P. takes K. Kt.*

8.

W. *Q. P. takes Q. P.*
B. *Q. Kt. to Q. second square.*

9.

W. *Q. Kt. to its B. third square.*
B. *K. B. P. takes the P. on its K. fourth square.*

10.

W. *Q. Kt. to adversary's Q. fourth square.*
B. *Q. to her third square.*

11.

W. *K. B. P. takes the P. on the adversary's K. fourth square.*
B. Q. to her B. fourth square.

12.

W. Q. B. to its K. third square.
B. Q. checks on her R. fourth square.

13.

W. Q. B. interposes. *(a)*
B. Q. to her B. fourth square.

(a) It would save time if the K. Kt. P. were moved two squares, instead of interposing the Q. B.

14.

W. Q. Kt. P. two squares.

B. Q. to her B. third square.

15.

W. K. B. to adversary's Q. Kt. fourth square.

B. Q. to her K. Kt. third square.

16.

W. Q. takes Q.

B. K. R. P. takes Q.

17.

W. Q. Kt. takes Q. B. P., and checks.

B. Loses Q. R. and the game.

SECOND GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. Q. Kt. to its B. third square.

3.

W. K. B. to its Q. B. fourth square.
B. The same.

4.

W. Q. B. P. one square.
B. K. Kt. to its B. third square.

5.

W. Q. P. one square.
B. The same.

6.

W. K. R. to its B. square.
B. Q. B. to adversary's K. Kt. fourth square. (*a*)

(*a*) If he play his Q. B. to its Q. third square, you must exchange Bishops, and then move your Queen to her Kt. third square.

7.

W. Q. to her Kt. third square.

B. Q. Kt. to its R. fourth square.

8.

W. K. B. takes the K. B. P., and checks.

B. K. to his B. square.

9.

W. Q. to her R. fourth square.

B. K. takes K. B. or (*b*)

10.

W. Q. takes Q. Kt., &c.

(*b*) *B.* Q. B. P. one square.

10.

W. Q. Kt. P. two squares. (*c*)

B. K. takes K. B.

11.

W. Q. takes Q. Kt., &c.

(*c*) It would be much better to move the K. Kt. to adversary's K. Kt. fourth square, and then to adversary's K. third square.

THIRD GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. K. B. P. one square.

3.

W. K. Kt. takes K. P.
B. K. B. P. takes K. Kt.

4.

W. Q. checks on the adversary's K. R. fourth square.
B. K. Kt. P. one square.

5.

W. Q. takes K. P., and checks.
B. Q. to K. second square.

6.

W. Q. takes K. R.
B. Q. takes K. P., and checks.

7.

W. K. to his Q. square, &c.

VARIATION of this GAME,

Beginning at the fourth move of the Black.

1.

W. *K. P. two squares.*
B. *The same.*

2.

W. *K. Kt. to its B. third square.*
B. *K. B. P. one square.*

3.

W. *K. Kt. takes K. P.*
B. *K. B. P. takes K. Kt.*

4.

W. *Q. checks on the adversary's K. R. fourth square.*
B. K. to his second square.

5.

W. Q. takes K. P., and checks.
B. K. to his B. second square.

6.

W. K. B. checks on its Q. B. fourth square.
B. K. to his Kt. third square.

7.

W. Q. gives check on the adversary's K. B. fourth square.
B. K. to his R. third square.

8.

W. Q. P. one square, checking by discovery.

B. K. Kt. P. two squares.

9.

W. K. R. P. two squares.

B. Q. P. two squares.

10.

W. K. R. P. takes K. Kt. P., and checks with the Rook and with the Pawn. (*a*)

B. K. to his Kt. second square.

11.

W. Q. checks on the adversary's K. fourth square.

B. K. Kt. interposes.

12.

W. K. R. P. takes K. Kt.

B. Q. takes K. R. P.

13.

W. Q. takes Q.

B. K. takes Q.

14.

W. K. B. takes Q. P., and White remains with seven Pawns against four.

(*a*) If, instead of this move, you were to play your Q. to his K. B. second square, he could not avoid being checkmated in three moves.

VARIATION of this last GAME,

Beginning at the sixth move of the Black.

1.

W. *K. P. two squares.*
B. *The same.*

2.

W. *K. Kt. to its B. third square.*
B. *K. B. P. one square.*

3.

W. *K. Kt. takes K. P.*
B. *K. B. P. takes K. Kt.*

4.

W. *Q. checks on the adversary's K. R. fourth square.*
B. *K. to his second square.*

5.

W. *Q. takes K. P., and checks.*
B. *K. to his B. second square.*

6.

W. *K. B. checks on the Q. B. fourth square.*
B. Q. P. two squares.

7.

W. K. B. takes Q. P., and checks.
B. K. to his Kt. third square.

8.

W. K. R. P. two squares.
B. K. R. P. one square.

9.

W. K. B. takes Q. Kt. P.

B. K. B. to its Q. third square. (*a*)

10.

W. Q. to adversary's Q. R. fourth square.

B. Must lose a piece.

(*a*) He cannot take your Bishop without being checkmated.

FOURTH GAME,

QUEEN'S GAMBIT. *(a)*

1.

W. Q. P. two squares.
B. The same.

2.

W. Q. B. P. two squares.
B. Q. P. takes it.

3.

W. K. P. two squares.
B. Q. Kt. P. two squares.

4.

W. Q. R. P. two squares. *(b)*
B. Q. B. P. one square.

5.

W. Q. R. P. takes Q. Kt. P.
B. Q. B. P. takes Q. R. P.

(a) The circumstance of DAMIANO's teaching the Queen's Gambit in the 16th century, is a proof that STAMMA (who lived in the 18th century) *did not* invent it. Philidor seems to have adopted that erroneous opinion, as he calls it "Le Gambit d'Alep;" *because* STAMMA was a native of Aleppo.

(b) If he take your Q. R. P. with his Q. Kt. P., you must take his Q. P. with your K. B., and then move your Q. Kt. to its B. third square, and your game will be much superior to his.

6.

W. Q. Kt. P. one square.
B. Q. P. takes it.

7.

W. K. B. takes Q. B. P., and checks.
B. Q. B. interposes.

8.

W. Q. takes the P. on her Kt. third square.
B. Q. B. takes K. B.

9.

W. Q. takes Q. B., and checks.
B. Q. interposes.

10.

W. Q. takes Q.
B. Q. Kt. takes Q., &c.

FIFTH GAME.

Teaching the best Method of Playing when the King's Bishop's Pawn is given for the Advantage of the Move.

1.

B. K. P. two squares.
W. The same.

2.

B. K. Kt. to B. third square.
W. K. B. P. two squares.

3.

B. K. Kt. takes K. P.
W. Q. gives check on the adversary's K. R. fourth square.

4.

B. K. Kt. P. one square.
W. Q. takes K. P., and checks.

5.

B. Q. interposes.
W. Q. takes K. R.

6.

B. K. Kt. to adversary's K. Kt. third square, checking by discovery.

W. K. B. interposes.

7.

B. K. Kt. takes K. R.

W. Q. to adversary's K. fourth square, and Black cannot avoid losing his Kt. after an exchange of Queens has taken place.

FIRST VARIATION of this GAME,

Beginning at the third move of the Black.

1.

B. *K. P. two squares.*

W. *The same.*

2.

B. *K. Kt. to B. third square.*

W. *K. B. P. two squares.*

3.

B. K. P. takes K. B. P.

W. Q. P. two squares.

4.

B. K. Kt. takes K. P.

W. Q. checks on the adversary's K. R. fourth square.

5.

B. K. Kt. P. one square.

W. Q. checks on the adversary's K. fourth square.

6.

B. Q. to her K. second square.

W. Q. takes K. R.

7.

B. K. Kt. to adversary's K. Kt. third square, giving check by discovery.

W. K. B. interposes.

8.

B. K. Kt. takes K. R.

W. Q. to adversary's K. fourth square, &c. &c.

VARIATION of this last GAME,

Beginning at the seventh move of the Black.

1.

B. *K. P. two squares.*

W. *The same.*

2.

B. *K. Kt. to B. third square.*
W. *K. B. P. two squares.*

3.

B. *K. P. takes K. B. P.*
W. *Q. P. two squares.*

4.

B. *K. Kt. takes K. P.*
W. *Q. checks on the adversary's K. R. fourth square.*

5.

B. *K. Kt. P. one square.*
W. *Q. checks on the adversary's K. fourth square.*

6.

B. *Q. to her K. second square.*
W. *Q. takes K. R.*

7.

B. Q. checks on the adversary's K. R. fourth square.
W. K. to Q. square.

8.

B. K. Kt. to adversary's K. B. second square, giving check.
W. K. to his second square.

9.

B. K. Kt. takes K. R.
W. Q. to adversary's K. fourth square, giving check.

10.

B. K. B. to his K. second square.

W. Q. takes the P. at her K. B. fourth square; and you will win his Kt. whether the Black exchange Queens or not.

ANOTHER VARIATION of the same GAME,

Beginning at the fourth move of the Black.

1.

B. *K. P. two squares.*

W. *The same.*

2.

B. *K. Kt. to* B. *third square.*

W. *K. B. P. two squares.*

3.

B. *K. P. takes K. B. P.*

W. *Q. P. two squares.*

4.

B. K. Kt. P. two squares.

W. K. P. one square.

5.

B. Q. to her K. second square.

W. The same.

6.

B. K. Kt. to its Q. fourth square.

W. Q. B. P. two squares.

7.

B. Q. gives check at adversary's Q. Kt. fourth square.

W. K. to B. second square.

8.

B. K. Kt. to its K. second square, or its Q. Kt. third square.

W. Q. gives check at adversary's K. R. fourth square.

9.

B. K. to his Q. square.

W. Q. takes K Kt. P., and afterwards the P. at her K. B. fourth square; and you have a much superior game to your adversary.

VARIATION of this last GAME,

Beginning at the seventh move of the Black.

1.

B. *K. P. two squares.*

W. *The same.*

2.

B. *K. Kt. to B. third square.*
W. *K. B. P. two squares.*

3.

B. *K. P. takes K. B. P.*
W. *Q. P. two squares.*

4.

B. *K. Kt. P. two squares.*
W. *K. P. one square.*

5.

B. *Q. to her K. second square.*
W. *The same.*

6.

B. *K. Kt. to its Q. fourth square.*
W. *Q. B. P. two squares.*

7.

B. K. Kt. to adversary's Q. Kt. fourth square.
W. Q. P. one square.

8.

B. K. B. to its Kt. second square.
W. Q. R. P. one square.

9.

B. K. Kt. to its Q. R. third square.
W. K. Kt. to its B. third square.

10.

B. K. Kt. P. one square.
W. K. Kt. to its Q. fourth square.

11.

B. K. B. takes K. P.

W. K. Kt. to adversary's K. B fourth square.

12.

B. Q. to her K. B. third square.

W. Q. B. takes K. P. at its K. B. fourth square.

13.

B. Q. takes K. Kt.

W. Q. B. takes K. B.

14.

B. K. R. to its Kt. square. (*a*)

W. Q. B. to adversary's Q. third square, giving check by discovery.

15.

B. K. to his B. second square.

W. Q. to adversary's K. second square, giving check.

16.

B. K. to his Kt. third square.

W. Q. to her K. third square.

17.

B. Q. to her K. Kt. fourth square. (*b*)

W. K. B. checks on his Q. third square.

(*a*) Castling is so obviously a better move, that we are warranted in supposing it was not customary to castle when DAMIANO published his treatise.

(*b*) He cannot take your Bishop without losing his Queen.

18.

B. K. to his R. fourth square. (*c*)

W. Q. B. to its K. B. fourth square.

19.

B. Q. to her K. B. third square.

W. K. R. to its B. square.

20.

B. Black must be checkmated in a few moves. If he take your Q. Kt. P. with his Q., your best move is your Q. B. to your adversary's K. fourth square.

(*c*) He would lose his Queen were he to play his King to his Rook's third square.

SIXTH GAME.

Teaching the Method of Playing when the Odds of Pawn and Move are given.

1.

W. K. P. two squares.
B. Q. P. one square.

2.

W. Q. P. two squares.
B. K. Kt. to B. third square.

3.

W. Q. Kt. to B. third square.
B. K. P. two squares.

4.

W. Q. P. takes K. P.
B. Q. P. takes Q. P.

5.

W. Q. takes Q., and checks.
B. K. takes Q.

6.

W. K. B. to Q. third square.
B. Q. B. P. one square.

7.

W. K. Kt. to K. second square.
B. K. to Q. B. second square.

8.

W. K. Kt. to its third square.
B. Q. B. to its K. third square.

9.

W. K. to his second square.
B. Q. B. to adversary's K. Kt. fourth square, and checks.

10.

W. K. B. P. one square, interposing.
B. Q. B. to K. third square.

11.

W. K. R. P. one square.
B. Q. Kt. to Q. second square.

12.

W. Q. B. to K. third square.
B. K. B. to adversary's Q. Kt. fourth square.

13.

W. Q. Kt. to Queen's square.
B. Q. B. P. one square.

14.

W. Q. B. P. one square.
B. K. B. to its Q. R. fourth square.

15.

W. Q. Kt. to K. B. second square.
B. Q. B. P. one square.

16.

W. K. B. to Q. B. second square.
B. Q. Kt. P. two squares.

17.

W. Q. R. P. one square.
B. K. R. P. two squares.

18.

W. K. R. P. one square.
B. K. B. to Q. Kt. third square.

19.

W. Q. Kt. to its K. R. third square.
B. Q. B. takes the Q. Kt.

20.

W. K. R. takes the Q. B.

DAMIANO leaves off at this move; and observes, that the White has decidedly the best of the game: this is true; but, nevertheless, it does not appear improbable that a superior player might draw the game. Upon the whole, this game is well played, with the exception of the Black's ninth move. The check with the Queen's Bishop is very exceptionable: instead of that move, the Black ought to play Q. Kt. to Q. second square. It appears, also, that White plays ill in moving K. R. P. one square (move 11th). It were better to move it two squares, as, in that case, he would not be obliged to *lose a move* by playing it to its fourth square, which he is compelled to do at the eighteenth move.

SEVENTH GAME.

Showing the Method of Playing when the Knight is given for the King's Bishop's Pawn.

1.

B. K. P. two squares.
W. K. P. one square.

2.

B. Q. P. two squares.
W. The same. (*a*)

(*a*) This is an exceptionable move; as Black may play

3.

B. Q. to adversary's K. B. fourth square, and checks.
W. K. Kt. P. one square.

4.

B. Q. to adversary's K. fourth square.
W. K. Kt. to B. third square.

5.

B. Q. B. to adversary's K. Kt. fourth square.
W. K. B. to Kt. second square.

6.

B. K. P. takes Q. P.
W. Cannot take it, and therefore has a bad game.

3.

B. K. P. takes Q. P.

W. K. P. takes K. P.

4.

B. Q. gives check on the adversary's K. R. fourth square.

W. K. Kt. P. one square.

5.

B. Q. gives check on the adversary's K. fourth square.

W. Q. interposes; and forces an exchange of Queens.

VARIATION of this GAME,

Beginning at the third move of the Black.

1.

B. *K. P. two squares.*

W. *K. P. one square.*

2.

B. *Q. P. two squares.*

W. *The same.*

3.

B. K. P. one square.

W. Q. B. P. two squares.

4.

B. Q. B. P. one square.
W. Q. B. P. takes Q. P.

5.

B. Q. B. P. takes Q. B. P.
W. Q. Kt. to its B. third square.

6.

B. K. B. to its Q. third square.
W. Q. Kt. takes the P. on the adversary's Q. fourth square.

7.

B. Q. to adversary's K. R. fourth square, giving check.
W. K. to his Q. second square.

8.

B. K. B. takes K. R. P.
W. Q. Kt. to adversary's Q. B. second square, giving check.

9.

B. K. to his Q. square. (*a*)
W. Q. Kt. takes Q. R., &c.

(*a*) It is almost needless to observe that he cannot take your Knight without losing his Queen.

VARIATION of this last GAME,

Beginning at the sixth move of the Black.

1.

B. *K. P. two squares.*
W. *K. P. one square.*

2.

B. *Q. P. two squares.*
W. *The same.*

3.

B. *K. P. one square.*
W. *Q. B. P. two squares.*

4.

B. *Q. B. P. one square.*
W. *Q. B. P. takes Q. P.*

5.

B. *Q. B. P. takes Q. B. P.*
W. *Q. Kt. to its B. third square.*

6.

B. K. Kt. to its B. third square, or Q. B. to its K. third square.

W. K. B. to adversary's Q. Kt. fourth square, giving check.

7.

B. Q. B. to its Q. second square.

W. Q. to her R. fourth square, and the Black must exchange Queens, to avoid losing his Queen's Pawn; in which case the White has a decided advantage. (*a*)

(*a*) If, when you give check with your King's Bishop, he should, instead of playing his Queen's Bishop to its Queen's second square, move his King to his second square, you should play

7.

W. Q. Kt. P. one square.

8.

B. Q. to her R. fourth square.

W. Q. B. to its Q. second square.

9.

B. Q. to her Kt. third square; and if, at the eighth move, he should not play his Queen to her Rook's fourth square, you should play your Queen's Bishop to its Rook's third square, and then take his King's Bishop: in either case your game is much better than his.

EIGHTH GAME.

Exemplifying another Method of Playing when the Queen's Knight is given for the King's Bishop's Pawn.

1.

B. K. P. two squares.
W. Q. P. one square.

2.

B. K. B. P. two squares.
W. K. P. two squares.

3.

B. K. B. P. takes K. P.
W. Q. gives check on the adversary's K. R. fourth square.

4.

B. K. Kt. P. one square.
W. Q. takes K. P., and checks.

5.

B. Q. to her K. second square.
W. Q. takes the P. at her K. fourth square, (*a*) and forces an exchange of Queens.

(*a*) This is obviously a mistake, because White can take K. R. without incurring the least danger.

VARIATION of this GAME,

Beginning at the second move of the Black.

1.

B. *K. P. two squares.*
W. *Q. P. one square.*

2.

B. Q. P. two squares.
W. K. Kt. to its B. third square.

3.

B. K. B. to its Q. third square. *(a)*
W. K. P. two squares.

4.

B. Q. B. P. one square.
W. Q. B. P. two squares.

5.

B. Q. P. one square.
W. Q. B. to adversary's K. Kt. fourth square.

6.

B. K. B. P. one square.
W. Q. B. to its K. R. fourth square.

(a) If he push his King's Pawn one square, you must take it with your Queen's Pawn; and if he retake with his Queen's Pawn, exchange Queens, and then move your Knight to his King's Knight fourth square, and you will win a Pawn.

7.

B. K. Kt. P. two squares.

W. Q. B. to its K. Kt. third square.

8.

B. K. B. P. one square.

W. K. P. takes K. B. P.

9.

B. Q. B. takes K. P.

W. Q. Kt. to its Q. second square, and afterwards to its K. fourth square, and you have a very good game.

NINTH GAME.

Teaching you how to play when you receive the Queen's Knight.

1.

B. K. P. two squares.
W. The same.

2.

B. K. Kt. to its B. third square.
W. Q. Kt. to its B. third square.

3.

B. K. B. to its Q. B. fourth square.
W. The same.

4.

B. Q. B. P. one square.
W. K. B. to its Q. Kt. third square.

5.

B. Q. P. two squares.
W. Q. P. one square. (*a*)

6.

B. Q. P. takes K. P.
W. Q. P. takes Q. P.

(*a*) This move is exceptionable, as the Black may gain a Pawn.

7.

B. K. R. P. one square.
W. K. Kt. to its B. third square.

8.

B. Q. B. to adversary's K. Kt. fourth square.
W. K. R. P. one square.

9.

B. Q. B. to its K. R. fourth square.
W. K. Kt. P. two squares.

10.

B. Q. B. to its K. Kt. third square, (*or b*)
W. K. Kt. takes K. P.

This game appears to be exceedingly ill played.

10.

(*b*) *B.* K. Kt. takes K. Kt. P.
W. K. R. P. takes K. Kt.

11.

B. Q. B. takes K. R. P.
W. K. R. to its Kt. square.

12.

B. K. R. P. one square.
W. K. B. takes K. B. P., and checks.

13.

B. K. takes K. B.
W. K. Kt. takes K. P., and checks.

14.

B. K. to his own square.
W. K. Kt. takes Q. B., and White wins easily.

LOPEZ.

Lopez.

FIRST GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. Q. B. P. one square.
B. K. Kt. to its B. third square.

3.

W. Q. to her B. second square.
B. K. B. to its Q. B. fourth square.

4.

W. K. Kt. to its B. third square.
B. Q. Kt. to its B. third square. (*a*)

5.

W. K. B. to adversary's Q. Kt. fourth square.
B. Q. P. one square.

6.

W. Q. P. two squares.
B. K. P. takes the Q. P.

(*a*) It would, perhaps, be better to move his Queen to her King's second square.

7.

W. Q. B. P. takes the K. P.

B. K. B. to adversary's Q. Kt. fourth square, giving check.

8.

W. Q. Kt. to its B. third square.

B. Q. B. to its Q. second square.

9.

W. K. castles, and your game is very good.

SECOND GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. Q. B. P. one square.
B. K. Kt. to its B. third square.

3.

W. Q. to her B. second square.
B. K. B. to its Q. B. fourth square.

4.

W. K. B. P. two squares.
B. K. Kt. to adversary's K. Kt. fourth square.

5.

W. K. Kt. to its B. third square.
B. K. Kt. to adversary's K. B. second square. (*a*)

(*a*) If he should give you check by moving his King's Bishop to your King's Bishop's second square, you must move your King to his second square; and, if he do not retire his Bishop, you must move your King's Rook's Pawn one square, and you will win a piece. If he retire his Bishop, you should take his King's Pawn with your King's Bishop's Pawn, and you will have by much the best of the game.

6.

W. Q. P. two squares.
B. K. P. takes Q. P. *(b)*

7.

W. Q. takes K. Kt.
B. Must lose the game.

FIRST VARIATION of this GAME,

Beginning at the fourth move of the Black.

1.

W. *K. P. two squares.*
B. *The same.*

2.

W. *Q. B. P. one square.*
B. *K. Kt. to its B. third square.*

3.

W. *Q. to her B. second square.*
B. *K. B. to its Q. B. fourth square.*

(b) If he take your King's Rook with his Knight, you must take his King's Bishop with your Queen's Pawn, and the game will be decidedly in your favor, from the certainty of your being able to win his King's Knight; thus gaining two pieces for your Rook.

4.

W. *K. B. P. two squares.*
B. K. P. takes K. B. P.

5.

W. Q. P. two squares.
B. K. B. to its Q. Kt. third square.

6.

W. Q. B. takes the P. on its K. B. fourth square, and the White has a much better game than his adversary.

SECOND VARIATION of this GAME,

Beginning at the fourth move of the Black.

1.

W. *K. P. two squares.*
B. *The same.*

2.

W. *Q. B. P. one square.*
B. *K. Kt. to its B. third square.*

3.

W. *Q. to her B. second square.*
B. *K. B. to its Q. B. fourth square.*

4.

W. *K. B. P. two squares.*
B. K. B. takes K. Kt.

5.

W. K. R. takes K. B. *(a)*
B. K. P. takes K. B. P.

6.

W. Q. P. one square.
B. K. Kt. to its R. fourth square.

7.

W. Q. to her K. B. second square.
B. Q. to her K. B. third square.

8.

W. K. B. to its K. second square.
B. K. Kt. P. one square.

9.

W. K. B. takes K. Kt.
B. K. Kt. P. takes K. B.

10.

W. Q. B. takes the P. on its K. B. fourth square, &c.

(a) It would be bad play to take his King's Pawn with your King's Bishop's Pawn, as he would take your King's Rook's Pawn with his King's Bishop.

VARIATION of this last GAME,

Beginning at the seventh move of the Black.

1.

W. *K. P. two squares.*
B. *The same.*

2.

W. *Q. B. P. one square.*
B. *K. Kt. to its B. third square.*

3.

W. *Q. to her B. second square.*
B. *K. B. to its Q. B. fourth square.*

4.

W. *K. B. P. two squares.*
B. *K. B. takes K. Kt.*

5.

W. *K. R. takes K. B.*
B. *K. P. takes K. B. P.*

6.

W. *Q. P. one square.*
B. *K. Kt. to its R. fourth square.*

7.

W. *Q. to her K. B. second square.*
B. K. Kt. P. two squares.

8.

W. K. B. to its K. second square.

B. K. Kt. to its second square. (or, *d*)

9.

W. K. Kt. P. one square.

B. K. P. takes K. Kt. P.

(*d*) *B.* K. Kt. to its B. third square.

9.

W. K. Kt. P. one square.

B. K. P. takes K. Kt. P.

10.

W. K. R. P. takes the P. on its K. Kt. third square.

B. K. R. P. one square. (or, *e*)

11.

W. K. R. to its B. square, &c.

(*e*) *B.* K. Kt. to its square.

11.

W. K. R. to its B. square.

B. K. Kt. to its R. third square.

12.

W. Q. to her K. R. second square.

B. K. Kt. to its square.

13.

W. Q. to adversary's K. R. fourth square.

B. Must lose the game.

10.

W. Q. takes K. P.

B. K. R. P. one square.

11.

W. K. R. P. two squares.

B. K. B. P. one square. (or, *f*)

(*f*) *B.* K. Kt. to its K. third square.

12.

W. K. R. P. takes K. Kt. P.

B. K. R. to its K. Kt. square.

13.

W. Q. to her K. R. second square.

B. K. R. P. takes the P. on its K. Kt. fourth square.

14.

W. K. B. to its K. Kt. fourth square.

B. Q. to her K. second square.

15.

W. Q. to adversary's K. R. second square.

B. K. R. to its K. Kt. second square.

16.

W. Q. to adversary's K. R. third square.

B. K. R. to its K. Kt. third square.

17.

W. Q. to adversary's K. R. square, and checks.

B. Q. to her K. B. square.

18.

W. Q. takes Q.

B. K. Kt. takes Q.

9.

W. K. B. to adversary's K. B. fourth square, &c.

12.

W. K. P. one square.
B. K. Kt. to its K. third square.

13.

W. K. B. to adversary's K. R. fourth square, giving check; and the game is decidedly in your favor.

At the twelfth move of this Variation, if instead of playing his Knight to its King's third square, he should play it to its Bishop's fourth square, you must play as follows:

13.

W. Q. to her K. Kt. fourth square.
B. K. Kt. takes K. R. P.

14.

W. Q. gives check on the adversary's K. R. fourth square.
B. K. to his B. square.

15.

W. Q. B. takes K. Kt. P.
B. K. B. P. takes Q. B.

16.

W. K. R. checks at its K. B. square.

B. K. plays any where.

17.

W. Q. to adversary's K. B. second square, and checkmates.

THIRD GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. to its Q. B. fourth square.
B. The same.

3.

W. Q. B. P. one square.
B. K. Kt. to its B. third square.

4.

W. Q. P. two squares.
B. K. P. takes Q. P.

5.

W. Q. B. P. takes K. P. (*a*)
B. K. B. to the adversary's Q. Kt. fourth square, and checks. (*b*)

(*a*) It would certainly be better to push the King's Pawn one square.

(*b*) If instead of this move he should retire his King's Bishop to its Queen's Knight third square, you should move your King's Pawn one square, and your game would be better than his.

6.

W. Q. B. to its Q. second square.
B. K. B. takes Q. B.

7.

W. Q. Kt. takes K. B., &c. *(c)*

VARIATION of this GAME,

Beginning at the fifth move of the White.

1.

W. *K. P. two squares.*
B. *The same.*

2.

W. *K. B. to its Q. B. fourth square.*
B. *The same.*

3.

W. *Q. B. P. one square.*
B. *K. Kt. to its B. third square.*

4.

W. *Q. P. two squares.*
B. *K. P. takes Q. P.*

(c) It is rather surprising that LOPEZ should have given this game as an example of a good opening for the White, when he afterwards inserts it among those in which he professes to teach the player who has not the move to defend himself properly. There can be no doubt, however, of its being (in the situation he leaves it) by far in favor of the Black, as the move (he himself directs) of the Queen's Pawn two squares disunites the White's central Pawns, and leaves his Queen's Pawn isolated. [Vide page 58.]

5.

W. K. P. one square.

B. K. Kt. to adversary's K. fourth square. (*d*)

6.

W. K. B. to adversary's Q. fourth square. (*e*)

B. K. B. P. two squares. (*f*)

7.

W. K. B. takes K. Kt.

B. K. B. P. takes K. B.

8.

W. Q. P. takes K. P., and you have a good game.

(*d*) If he should move his Queen to her King's second square, you should take the King's Pawn with your Queen's Bishop's Pawn.

(*e*) It would be better to take the King's Bishop's Pawn with your King's Bishop.

(*f*) If he should take your King's Bishop's Pawn with his King's Knight, you must take his Knight with your King.

FOURTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. to its Q. B. fourth square.
B. The same.

3.

W. Q. B. P. one square.
B. K. Kt. to its B. third square.

4.

W. Q. P. two squares.
B. K. B. to its Q. Kt. third square.

5.

W. Q. P. takes K. P.
B. K. Kt. takes K. P.

6.

W. K. B. takes K. B. P., and checks.
B. K. takes K. B. *(a)*

(a) If, instead of taking your King's Bishop, he should move his King to his Bishop's square, you must move your Queen to her King's Bishop's third square.

7.

W. Q. to adversary's Q. fourth square, and checks.

B. K. to his square.

8.

W. Q. takes K. Kt., &c.

VARIATION of this GAME,

Beginning at the sixth move of the Black.

1.

W. *K. P. two squares.*

B. *The same.*

2.

W. *K. B. to its Q. B. fourth square.*

B. *The same.*

3.

W. *Q. B. P. one square.*

B. *K. Kt. to its B. third square.*

4.

W. *Q. P. two squares.*

B. *K. B. to its Q. Kt. third square.*

5.

W. *Q. P. takes K. P.*

B. *K. Kt. takes K. P.*

6.

W. *K. B. takes K. B. P., and checks.*
B. K. to his second square.

7.

W. Q. to adversary's Q. fourth square.
B. K. B. takes K. B. P., and checks.

8.

W. K. to his second square.
B. K. B. takes K. Kt.

9.

W. K. R. takes K. B.
B. Q. or K. R. to its B. square.

10.

W. K. R. to its B. square, and you have a very good game.

VARIATION of this last GAME,

Beginning at the eighth move of the Black.

1.

W. *K. P. two squares.*
B. *The same.*

2.

W. *K. B. to its Q. B. fourth square.*
B. *The same.*

3.

W. *Q. B. P. one square.*
B. *K. Kt. to its B. third square.*

4.

W. *Q. P. two squares.*
B. *K. B. to its Q. Kt. third square.*

5.

W. *Q. P. takes K. P.*
B. *K. Kt. takes K. P.*

6.

W. *K. B. takes K. B. P., and checks.*
B. *K. to his second square.*

7.

W. *Q. to adversary's Q. fourth square.*
B. *K. B. takes K. B. P., and checks.*

8.

W. *K. to his second square.*
B. Q. to her K. B. square.

9.

W. K. B. to adversary's K. R. fourth square.
B. K. B. takes K. Kt.

10.

W. Q. takes K. Kt.
B. Q. to adversary's K. B. second square, and checks.

11.

W. K. to his Q. square.
B. K. R. P. one square.

12.

W. Q. to adversary's K. Kt. third square.

B. K. R. to its Kt. square.

13.

W. Q. Kt. to its Q. second square.

B. Q. Kt. to its B. third square.

14.

W. Q. Kt. to its K. fourth square.

B. Q. Kt. takes K. P.

15.

W. Q. B. checks on the adversary's K. Kt. fourth square.

B. K. R. P. takes Q. B.

16.

W. Q. takes K. R. P., and checks.

B. Must lose his Queen.

FIFTH GAME.

Teaching the Player who has not the Move, to defend himself properly.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. to its Q. B. fourth square.
B The same.

3.

W. Q. B. P. one square.
B. Q. to her K. second square. (*a*)

LOPEZ has here inserted a Variation of this Game, beginning at the third move of the Black, which will be found at page 50.

(*a*) This is a very good move, as your adversary cannot now push his Queen's Pawn two squares; you might likewise have moved your Queen's Pawn one square.

SIXTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. to its Q. B. fourth square.
B. K. Kt. to its B. third square.

3.

W. Q. P. one square.
B. K. B. to its Q. B. fourth square.

4.

W. K. B. P. two squares. *(a)*
B. Q. P. one square.

(a) This move is certainly exceptionable, if Black play properly: Ex. gr.

4.

W. . . . . .
B. Q. P. two squares.

5.

W. K. P. takes Q. P.
B. K. Kt. to adversary's K. Kt. fourth square.

6.

W. K. Kt. to K. R. third square.
B. Q. to adversary's K. R. fourth square, and checks.

5.

W. K. Kt. to its B. third square.
B. K. Kt. to adversary's K. Kt. fourth square.

6.

W. Q. to her K. second square.
B. K. B. to the adversary's K. B. second square, and checks.

7.

W. K. to his Q. square.
B. K. B. to its Q. Kt. third square.

8.

W. K. R. to its B. square.
B. Q. Kt. to its B. third square.

9.

W. K. R. P. one square.
B. K. Kt. to its B. third square.

10.

W. K. B. to adversary's Q. Kt. fourth square.
B. Q. B. to its Q. second square.

7.

W. K. to B. square, or to his second square.
B. K. Kt. to adversary's K. B. second square.

8.

W. Q. to K. square.
B. Q. B. takes K. Kt.

9.

W. Must lose the game.

11.

W. K. B. takes Q. Kt.
B. Q. B. takes K. B.

12.

W. K. B. P. takes K. P.
B. Q. P. takes K. B. P.

13.

W. K. Kt. takes Q. P.
B. Q. B. takes K. P.

14.

W. K. Kt. to its fourth square.
B. Must lose a piece.

SEVENTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. to its Q. B. fourth square.
B. The same.

3.

W. Q. to her K. second square.
B. Q. P. one square.

4.

W. Q. B. P. one square.
B. K. Kt. to its B. third square.

5.

W. K. B. P. two squares.
B. K. P. takes K. B. P.

6.

W. Q. P. two squares.
B. K. B. to its Q. Kt. third square.

7.

W. Q. B. takes the P. at its K. B. fourth square, and you have the best of the game.

EIGHTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. to its Q. B. fourth square.
B. The same.

3.

W. Q. to her K. second square.
B. Q. P. one square.

4.

W. Q. B. P. one square.
B. K. Kt. to its B. third square.

5.

W. K. B. P. two squares.
B. K. B. takes K. Kt.

6.

W. K. R. takes K. B.
B. K. P. takes K. B. P.

7.

W. Q. P. one square.
B. K. Kt. P. two squares.

8.

W. K. Kt. P. one square.
B. K. P. takes K. Kt. P.

9.

W. Q. B. takes K. Kt. P.
B. K. P. takes K. R. P.

10.

W. Q. takes K. R. P.
B. K. R. to its Kt. square.

11.

W. Q. B. takes K. Kt.
B. K. R. takes K. R., and checks.

12.

W. Q. takes K. R.
B. Q. takes K. B.

13.

W. Q. checks on the adversary's K. Kt. square.
B. K. to his Q. second square.

14.

W. K. B. takes K. B. P.
B. Q. to her K. second square.

15.

W. Q. takes K. R. P., and your game is much better than your adversary's.

VARIATION of this GAME,

Beginning at the tenth move of the Black.

1.

W. *K. P. two squares.*
B. *The same.*

2.

W. *K. B. to its Q. B. fourth square.*
B. *The same.*

3.

W. *Q. to her K. second square.*
B. *Q. P. one square.*

4.

W. *Q. B. P. one square.*
B. *K. Kt. to its B. third square.*

5.

W. *K. B. P. two squares.*
B. *K. B. takes K. Kt.*

6.

W. *K. R. takes K. B.*
B. *K. P. takes K. B. P.*

7.

W. *Q. P. one square.*
B. *K. Kt. P. two squares.*

8.

W. *K. Kt. P. one square.*
B. *K. P. takes K. Kt. P.*

9.

W. *Q. B. takes K. Kt. P.*
B. *K. P. takes K. R. P.*

10.

W. *Q. takes K. R. P.*

B. Q. Kt. to its Q. second square.

11.

W. K. R. to its B. square.

B. K. R. to its Kt. square.

12.

W. Q. takes K. R. P.

B. K. Kt. takes Q.

13.

W. K. B. takes K. B. P., and checks.

B. K. to his B. square.

14.

W. Q. B. takes Q., and must win the game.

NINTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. to its Q. B. fourth square.
B. The same.

3.

W. Q. to her K. second square.
B. Q. P. one square.

4.

W. Q. B. P. one square.
B. Q. Kt. to its B. third square.

5.

W. K. B. P. two squares.
B. K. P. takes K. B. P.

6.

W. Q. P. two squares.
B. Q. to adversary's K. R. fourth square, and checks.

7.

W. K. to his Q. square.
B. Q. B. to adversary's K. Kt. fourth square.

8.

W. K. Kt. to its B. third square.
B. Q. B. takes K. Kt.

9.

W. Q. takes Q. B., and White has a very good game.

VARIATION of this GAME,

Beginning at the seventh move of the Black.

1.

W. *K. P. two squares.*
B. *The same.*

2.

W. *K. B. to its Q. B. fourth square.*
B. *The same.*

3.

W. *Q. to her K. second square.*
B. *Q. P. one square.*

4.

W. *Q. B. P. one square.*
B. *Q. Kt. to its B. third square.*

5.

W. *K. B. P. two squares.*
B. *K. P. takes K. B. P.*

6.

W. *Q. P. two squares.*

B. *Q. to adversary's K. R. fourth square, and checks.*

7.

W. *K. to his Q. square.*

B. K. B. to its Q. Kt. third square.

8.

W. K. Kt. to its B. third square.

B. Q. to adversary's K. Kt. fourth square.

9.

W. K. R. P. one square.

B. Q. to adversary's K. Kt. third square.

10.

W. Q. Kt. to its Q. second square.

B. K. Kt. to its B. third square.

11.

W. K. R. to its K. square.

B. K. Kt. to its R. fourth square.

12.

W. K. P. one square, &c.

TENTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. to its Q. B. fourth square.
B. The same.

3.

W. Q. to her K. second square.
B. Q. P. one square.

4.

W. Q. B. P. one square.
B. Q. Kt. to its B. third square.

5.

W. K. B. P. two squares.
B. K. B. takes K. Kt.

6.

W. K. R. takes K. B.
B. K. P. takes K. B. P.

7.

W. Q. P. two squares.
B. Q. to adversary's K. R. fourth square, and checks.

8.

W. K. Kt. P. one square.
B. K. P. takes K. Kt. P.

9.

W. K. R. takes K. P.
B. K. Kt. to its B. third square.

10.

W. Q. B. to adversary's K. Kt. fourth square.
B. Q. to her K. R. fourth square.

11.

W. Q. to her K. Kt. second square.
B. K. Kt. to adversary's K. Kt. fourth square.

12.

W. Q. B. to its Q. second square.
B. K. Kt. takes K. R. P.

13.

W. K. B. to its K. second square.
B. Cannot avoid losing his Knight.

ELEVENTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. to its Q. B. fourth square.
B. Q. B. P. one square.

3.

W. Q. to her K. second square.
B. K. B. to its Q. B. fourth square. (*a*)

(*a*) This is obviously an exceptionable move, as White may play as follows:

4.

W. K. B. takes K. B. P., and checks.
B. K. takes K. B.

5.

W. Q. to her Q. B. fourth square, and checks.
B. Q. P. two squares.

6.

W. Q. takes K. B.
B. Q. P. takes K. P.

7.

W. Q. takes K. P., and White has a much better game.

4.

W. K. B. P. two squares.
B. K. P. takes K. B. P.

5.

W. K. Kt. to its B. third square.
B. K. B. to its Q. Kt. third square.

6.

W. Q. P. two squares.
B. K. Kt. P. two squares.

7.

W. K. R. P. two squares.
B. K. Kt. P. one square.

8.

W. K. Kt. to adversary's K. fourth square.
B. K. Kt. to its R. third square.

9.

W. Q. B. takes P. on its K. B. fourth square.
B. K. B. takes Q. P.

10.

W. Q. B. P. one square.
B. K. B. takes K. Kt.

11.

W. Q. B. takes K. B.
B. K. B. P. one square.

12.

W. Q. B. to adversary's Q. third square, and White has a better game than his adversary.

TWELFTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. to its Q. B. fourth square.
B. Q. B. P. one square.

3.

W. Q. to her K. second square.
B. K. B. to its Q. B. fourth square.

4.

W. K. B. P. two squares.
B. K. B. takes K. Kt.

5.

W. K. R. takes K. B.
B. K. P. takes K. B. P.

6.

W. Q. P. two squares.
B. Q. to adversary's K. R. fourth square, and checks.

7.

W. K. Kt. P. one square.
B. K. P. takes K. Kt. P.

8.

W. K. R. takes K. P.
B. K. Kt. to its B. third square.

9.

W. Q. Kt. to its B. third square.
B. K. Kt. to its R. fourth square.

10.

W. K. B. takes K. B. P., and checks.
B. K. takes K. B.

11.

W. Q. B. to adversary's K. Kt. fourth square.
B. K. Kt. takes K. R.

12.

W. Q. to her K. B. third square, and checks.
B. K. plays any where.

13.

W. Q. B. takes Q., &c.

VARIATION of this GAME,

Beginning at the eleventh move of the Black.

1.

W. *K. P. two squares.*
B. *The same.*

2.

W. *K. B. to its Q. B. fourth square.*
B. *Q. B. P. one square.*

3.

W. *Q. to her K. second square.*
B. *K. B. to its Q. B. fourth square.*

4.

W. *K. B. P. two squares.*
B. *K. B. takes K. Kt.*

5.

W. *K. R. takes K. B.*
B. *K. P. takes K. B. P.*

6.

W. *Q. P. two squares.*
B. *Q. to adversary's K. R. fourth square, and checks.*

7.

W. *K. Kt. P. one square.*
B. *K. P. takes K. Kt. P.*

8.

W. *K. R. takes K. P.*
B. *K. Kt. to its B. third square.*

9.

W. *Q. Kt. to its B. third square.*
B. *K. Kt. to its R. fourth square.*

10.

W. *K. B. takes K. B. P., and checks.*
B. *K. takes K. B.*

11.

W. *Q. B. to adversary's K. Kt. fourth square.*
B. K. Kt. to adversary's K. B. fourth square.

12.

W. Q. to her B. fourth square, and checks. *(a)*
B. Q. P. two squares.

13.

W. Q. Kt. takes Q. P.
B. Q. takes K. R. P.

14.

W. Q. B. takes K. Kt., &c.

ANOTHER VARIATION of this GAME,

Beginning at the ninth move of the White.

1.

W. *K. P. two squares.*
B. *The same.*

2.

W. *K. B. to its Q. B. fourth square.*
B. *Q. B. P. one square.*

3.

W. *Q. to her K. second square.*
B. *K. B. to its Q. B. fourth square.*

(a) White will win as speedily by taking King's Knight with Queen's Bishop: if Black take the Bishop, he will lose his Queen; and if he should not take the Bishop, his game is equally irretrievable.

4.

W. *K. B. P. two squares.*
B. *K. B. takes K. Kt.*

5.

W. *K. R. takes K. B.*
B. *K. P. takes K. B. P.*

6.

W. *Q. P. two squares.*
B. *Q. to adversary's K. R. fourth square, and checks.*

7.

W. *K. Kt. P. one square.*
B. *K. P. takes K. Kt. P.*

8.

W. *K. R. takes K. P.*
B. *K. Kt. to its B. third square.*

9.

W. Q. B. to adversary's K. Kt. fourth square.
B. Q. to her K. R. fourth square.

10.

W. Q. to her K. Kt. second square.
B. K. R. P. one square.

11.

W. K. B. to its K. second square.
B. Q. to her K. Kt. third square.

12.

W. Q. B. to its Q. second square.
B. Q. to her K. R. second square.

13.

W. K. P. one square.

B. Q. takes Q. B. P. (*a*)

14.

W. K. P. takes K. Kt.

B. Q. takes Q. Kt. P.

15.

W. K. P. takes K. Kt. P.

B. K. R. to its Kt. square.

16.

W. Q. to her K. fourth square, and checks.

B. K. to his Q. square.

17.

W. Q. to her K. R. fourth square, and checks.

B. K. to Q. B. second square.

18.

W. K. R. to its Q. Kt. third square.

B. Q. takes Q. R.

19.

W. Q. B. to its K. B. fourth square, and checks.

B. Q. P. one square.

20.

W. Q. to adversary's K. second square, and checks.

B. Q. B. interposes.

(*a*) If Black remove K. Kt., White will equally win the game, by taking K. Kt. P. with K. R, &c.

21.

W. Q. B. takes Q. P., and checks.

B. K. to his Q. B. square.

22.

W. Q. to adversary's K. B. square, and checks.

B. K. R. takes Q.

23.

W. The Pawn takes the Rook, becomes a Queen, and checks.

B. Q. B. interposes.

24.

W. The Queen takes it, and checkmates.

THIRTEENTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. to its Q. B. fourth square.
B. The same.

3.

W. Q. to her K. second square.
B. Q. Kt. to its B. third square.

4.

W. Q. B. P. one square.
B. Q. P. one square.

5.

W. K. B. P. two squares.
B. K. P. takes K. B. P.

6.

W. K. Kt. to its B. third square.
B. K. Kt. P. two squares.

7.

W. K. R. P. two squares.
B. K. Kt. P. one square.

8.

W. K. Kt. to adversary's K. Kt. fourth square.
B. Q. Kt. to its K. fourth square.

9.

W. Q. P. two squares.
B. Q. Kt. takes K. B.

10.

W. Q. takes Q. Kt.
B. Q. to her K. second square.

11.

W. Q. P. takes K. B.
B. K. R. P. one square.

12.

W. Q. P. takes Q. P.
B. Q. B. P. takes Q. P.

13.

W. Q. takes K. B. P., and checks.
B. Q. takes Q.

14.

W. Kt. takes Q.
B. K. takes Kt.

15.

W. Q. B. takes K. P., and White has a very good game.

VARIATION of this GAME,

Beginning at the eighth move of the Black.

1.

W. *K. P. two squares.*
B. *The same.*

2.

W. *K. B. to its Q. B. fourth square.*
B. *The same.*

3.

W. *Q. to her K. second square.*
B. *Q. Kt. to its B. third square.*

4.

W. *Q. B. P. one square.*
B. *Q. P. one square.*

5.

W. *K. B. P. two squares.*
B. *K. P. takes K. B. P.*

6.

W. *K. Kt. to its B. third square.*
B. *K. Kt. P. two squares.*

7.

W. *K. R. P. two squares.*
B. *K. Kt. P. one square.*

8.

W. *K. Kt. to adversary's K. Kt. fourth square.*
B. K. Kt. to its R. third square.

9.

W. Q. P. two squares.

B. K. B. to its Q. Kt. third square.

10.

W. Q. B. takes K. P.

B. Q. to her K. second square.

11.

W. K R. to its B. square, and White has a good game.

FOURTEENTH GAME.

KING'S GAMBIT.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes it.

3.

W. K. Kt. to its B. third square.
B. The same.

4.

W. K. P. one square.
B. Q. to her K. second square.

5.

W. Q. to her K. second square.
B. K. Kt. to its R. fourth square.

6.

W. Q. Kt. to its B. third square.
B. Q. B. P. one square.

7.

W. Q. Kt. to its K. fourth square, and the White has a very good game.

FIFTEENTH GAME.

SECOND GAMBIT.

This game is played after the Italian method, *a passar battaglia;* which is, pushing a Pawn two squares when the first square is guarded by one of the adversary's Pawns.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes it.

3.

W. K. Kt. to its B. third square.
B. The same.

4.

W. K. P. one square.
B. K. Kt. to its K. R. fourth square.

5.

W. K. Kt. P. two squares, and forces the King's Knight.

Nothing could have induced the Editor to insert this Game but respect for the abilities of LOPEZ; for it is so egregiously incorrect, or, more properly speaking, the fourth move of the Black is so exceedingly bad, that it is obvious no instruction or improvement can be derived from the Game.

SIXTEENTH GAME.

THIRD GAMBIT.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes it.

3.

W. K. Kt. to its B. third square.
B. The same.

4.

W. K. P. one square.
B. Q. to her K. second square.

5.

W. Q. to her K. second square. *(a)*
B. K. Kt. to its Q. fourth square.

(a) This move does not appear to be the best that the White can play in this conjuncture: if he moved the *King's Bishop* to his King's second square, the Black Knight would equally be compelled to remove, and the White might then castle: a most essential move when the adversary's Queen is on her King's second square.

6.

W. Q. B. P. two squares.
B. K. Kt. to adversary's Q. Kt. fourth square.

7.

W. Q. P. two squares.
B. K. Kt. P. two squares.

8.

W. K. R. P. one square.
B. Q. P. one square.

9.

W. Q. R. P. one square.
B. K. Kt. to its Q. B. third square.

10.

W. Q. Kt. to its B. third square.
B. K. Kt. P. one square.

11.

W. K. R. P. takes K. Kt. P.
B. Q. B. takes K. R. P.

12.

W. Q. to her K. fourth square.
B. Q. B. takes K. Kt.

13.

W. K. Kt. P. takes Q. B.
B. Q. P. takes K. P.

14.

W. Q. Kt. to adversary's Q. fourth square.
B. Q. to her third square.

15.

W. Q. P. takes P. on the adversary's K. fourth square.

B. K. Kt. takes Q. P. *(b)*

16.

W. Q. B. takes P. on its K. B. fourth square, or pushes the Q. B. P. one square, and the White has the best of the game. *(c)*

VARIATION of this GAME,

Beginning at the twelfth move of the Black.

1.

W. *K. P. two squares.*

B. *The same.*

2.

W. *K. B. P. two squares.*

B. *K. P. takes it.*

(b) He would lose his Queen's Rook, were he to take it with his Queen.

(c) It would appear that LOPEZ considered these two moves as equally good: if this were the case, he was certainly in error; for the latter move is infinitely preferable, as it gains the Knight and the King's Rook for a Pawn.

3.

W. *K. Kt. to its B. third square.*
B. *The same.*

4.

W. *K. P. one square.*
B. *Q. to her K. second square.*

5.

W. *Q. to her K. second square.*
B. *K. Kt. to its Q. fourth square.*

6.

W. *Q. B. P. two squares.*
B. *K. Kt. to adversary's Q. Kt. fourth square.*

7.

W. *Q. P. two squares.*
B. *K. Kt. P. two squares.*

8.

W. *K. R. P. one square.*
B. *Q. P. one square.*

9.

W. *Q. R. P. one square.*
B. *K. Kt. to its Q. B. third square.*

10.

W. *Q. Kt. to its B. third square.*
B. *K. Kt. P. one square.*

11.

W. *K. R. P. takes K. Kt. P.*
B. *Q. B. takes K. R. P.*

12.

W. *Q. to her K. fourth square.*
B. K. B. P. two squares.

13.

W. Q. takes P. on her K. B. fourth square.

B. Q. B. takes K. Kt.

14.

W. K. Kt. P. takes Q. B.

B. Q. P. takes K. P.

15.

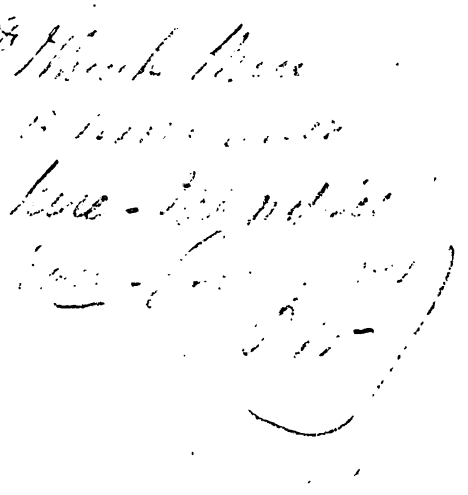
W. Q. takes K. B. P.

B. Q. P. takes Q. P., and discovers check.

16.

W. Q. Kt. to its K. fourth square, and the White has the best of the game.

If White (at the thirteenth move) were to take K. B. P. *en passant*, as he would be allowed to do in this country, his game, I think, would be much superior to his adversary's.



SEVENTEENTH GAME.

FOURTH GAMBIT.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes it.

3.

W. K. Kt. to its B. third square.
B. The same.

4.

W. K. P. one square.
B. K. Kt. to its R. fourth square.

5.

W. Q. P. two squares.
B. K. Kt. P. two squares.

6.

W. K. Kt. to its Q. second square.
B. K. Kt. to its second square.

7.

W. K. Kt. to its K. fourth square.
B. K. B. to its K. second square.

8.

W. K. R. P. two squares.

B. K. Kt. to its K. third square.

9.

W. Q. P. one square.

B. K. Kt. to its Q. B. fourth square.

10.

W. Q. Kt. to its B. third square (or *a*), and the White has the best of the game.

10.

(or *a*) *W.* K. Kt. takes K. Kt.

B. K. B. takes K. Kt.

11.

W. Q. to adversary's K. R. fourth square.

B. K. B. to adversary's Q. fourth square.

12.

W. K. R. P. takes K. Kt. P.

B. K. B. takes K. P.

13.

W. K. R. P. one square to adversary's K. Kt. third square.

B. Q. to her K. second square.

14.

W. K. R. P. takes K. B. P., and checks.

B. K. to his Q. square.

15.

W. K. B. to its K. second square, and the White has a very good game.

This Game is extremely well played, and an equal degree of skill is conspicuous in the Variation.

EIGHTEENTH GAME.

FIFTH GAMBIT.

1.

W. K. P. two squares.
B. The same.

2.

W. K B. P. two squares.
B. K. P. takes it.

3.

W. K. Kt. to its B. third square.
B. K. Kt. to its K. second square.

4.

W. Q. P. two squares.
B. K. Kt. to its third square.

5.

W. K. B. to its Q. B. fourth square.
B. Q. P. one square.

6.

W. K. R. to its B. square. *(a)*
B. Q. B. to adversary's K. Kt. fourth square.

(a) It would be much better to castle; and, as the move is [illegible], I am confirmed in the belief that castling (as we do) [illegible] adopted either in Spain or Portugal.

7.

W. Q. B. P. one square.

B. K. Kt. to adversary's K. R. fourth square.

8.

W. K. to his Q. B. second square. *(b)*

B. K. Kt. takes K. Kt. P.

9.

W. K. R. to its Kt. square.

B. Q. B. to adversary's K. R. third square.

10.

W. Q. to her K. second square.

B. K. Kt. to adversary's K. R. fourth square.

11.

W. K. Kt. to adversary's K. Kt. fourth square, and the White has the best of the game.

(b) In Spain, the King had the privilege of moving once during the game, like any one of his pieces.

VARIATION of this GAME,

Beginning at the ninth move of the Black.

1.

W. *K. P. two squares.*
B. *The same.*

2.

W. *K. B. P. two squares.*
B. *K. P. takes it.*

3.

W. *K. Kt. to its B. third square.*
B. *K. Kt. to its K. second square.*

4.

W. *Q. P. two squares.*
B. *K. Kt. to its third square.*

5.

W. *K. B. to its Q. B. fourth square.*
B. *Q. P. one square.*

6.

W. *K. R. to its B. square.*
B. *Q. B. to adversary's K. Kt. fourth square.*

7.

W. *Q. B. P. one square.*
B. *K. Kt. to adversary's K. R. fourth square.*

8.

W. *K. to his Q. B. second square.*
B. *K. Kt. takes K. Kt. P.*

9.

W. *K. R. to its Kt. square.*

B. Q. B. takes K. Kt.

10.

W. Q. takes Q. B.

B. K. Kt. to adversary's K. R. fourth square.

11.

W. Q. takes the P. on her K. B. fourth square.

B. Q. to her K. second square.

12.

W. K. R. to its B. square.

B. K. Kt. to its third square.

13.

W. K. B. takes K. B. P., and checks.

B. K. to his Q. square.

14.

W. Q. to adversary's K. B. fourth square.

B. Q. Kt. to its Q. second square.

15.

W. Q. B. to adversary's K. Kt. fourth square.

B. Q. Kt. to its K. B. third square.

16.

W. K. P. one square.

B. Q. P. takes K. P.

17.

W. Q. P. takes Q. P.

B. Q. takes Q. P.

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18.

W. K. B. takes K. Kt.

B. Q. to adversary's K. second square, and checks.

19.

W. Q. Kt. to its Q. second square.

B. K. R. P. takes K. B.

20.

W. Q. B. takes Q. Kt., and checks.

B. P. takes Q. B.

21.

W. Q. takes the P., and checks, &c.

B. Loses the game.

NINETEENTH GAME.

SIXTH GAMBIT.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes it.

3.

W. K. B. to its Q. B. fourth square.
B. K. Kt. to its B. third square.

4.

W. Q. to her K. second square.
B. K. B. to its Q. B. fourth square.

5.

W. Q. B. P. one square.
B. K. Kt. P. two squares.

6.

W. Q. P. two squares.
B. K. B. to its Q. Kt. third square.

7.

W. K. R. P. two squares, and the White has the best of the Game.

TWENTIETH GAME.

SEVENTH GAMBIT.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes it.

3.

W. K. B. to its Q. B. fourth square.
B. K. Kt. to its B. third square.

4.

W. Q. to her K. second square.
B. K. B. to its Q. B. fourth square.

5.

W. Q. B. P. one square.
B. K. B. takes K. Kt.

6.

W. K. R. takes K. B.
B. K. Kt. P. two squares.

7.

W. K. P. one square.
B. K. Kt. to its square. *(a)*

8.

W. Q. P. two squares.
B. Q. to her K. second square.

9.

W. K. Kt. P. one square.
B. K. P. takes it.

10.

W. K. R. takes K. P.
B. K. R. P. one square.

11.

W. Q. to adversary's K. R. fourth square.
B. K. Kt. to its B. third square.

12.

W. Q. takes K. B. P., and checks.
B. Q. takes Q.

13.

W. K. B. takes Q.
B. K. takes K. B.

14.

W. K. R. to its B. third square, &c.

(a) It would be better to castle. White could not *immediately* take K. Kt., without losing his Queen.

VARIATION of this GAME,

Beginning at the eleventh move of the White.

1.

W. *K. P. two squares.*
B. *The same.*

2.

W. *K. B. P. two squares.*
B. *K. P. takes it.*

3.

W. *K. B. to its Q. B. fourth square.*
B. *K. Kt. to its B. third square.*

4.

W. *Q. to her K. second square.*
B. *K. B. to its Q. B. fourth square.*

5.

W. *Q. B. P. one square.*
B. *K. B. takes K. Kt.*

6.

W. *K. R. takes K. B.*
B. *K. Kt. P. two squares.*

7.

W. *K. P. one square.*
B. *K. Kt. to its square.*

8.

W. *Q. P. two squares.*
B. *Q. to her K. second square.*

9.

W. *K. Kt. P. one square.*
B. *K. P. takes it.*

10.

W. *K. R. takes K. P.*
B. *K. R. P. one square.*

11.

W. K. R. P. two squares.
B. K. B. P. one square.

12.

W. Q. to adversary's K. R. fourth square, and checks.
B. K. to his Q. square.

13.

W. K. B. takes K. Kt.
B. K. R. takes K. B.

14.

W. Q. takes K. R. P.
B. Q. P. one square.

15.

W. Q. takes K. B. P.
B. Q. takes Q.

16.

W. K. P. takes Q.
B. K. R. to its K. square, and checks.

17.

W. K. to his B. second square.
B. P. takes K. R. P.

18.

W. K. R. to adversary's K. Kt. second square.
B. Q. B. to its K. third square.

19.

W. Q. B. to adversary's K. Kt. fourth square.
B. K. R. to its B. square.

20.

W. Q. Kt. to its Q. second square.
B. The same.

21.

W. Q. R. to its K. square.
B. Q. B. to its K. B. second square.

22.

W. Q. R. to adversary's K. second square, and the White will win the Game.

TWENTY-FIRST GAME.

EIGHTH GAMBIT.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. Kt. to its B. third square.

3.

W. Q. Kt. to its B. third square.
B. K. P. takes K. B. P.

4.

W. Q. P. two squares.
B. K. B. to adversary's Q. Kt. fourth square.

5.

W. K. B. to its Q. third square.
B. Q. to her K. second square.

6.

W. Q. to her K. second square.
B. Q. Kt. to its B. third square.

7.

W. K. P. one square.
B. Q. Kt. takes Q. P.

8.

W. K. P. takes K. Kt.
B. Q. Kt. takes Q.

9.

W. K. P. takes Q.
B. Q. Kt. takes Q. Kt.

10.

W. Q. R. P. one square.
B. K. B. to its Q. R. fourth square.

11.

W. Q. B. to its Q. second square, &c.

VARIATION of this GAME,

Beginning at the eighth move of the White.

1.

W. *K. P. two squares.*
B. *The same.*

2.

W. *K. B. P. two squares.*
B. *K. Kt. to its B. third square.*

3.

W. *Q. Kt. to its B. third square.*
B. *K. P. takes K. B. P.*

4.

W. *Q. P. two squares.*
B. *K. B. to adversary's Q. Kt. fourth square.*

5.

W. *K. B. to its Q. third square.*
B. *Q. to her K. second square.*

6.

W. *Q. to her K. second square.*
B. *Q. Kt. to its B. third square.*

7.

W. *K. P. one square.*
B. *Q. Kt. takes Q. P.*

8.

W. Q. B. to its Q. second square.
B. Q. Kt. takes Q. P.

9.

W. Q. Kt. takes K. Kt.
B. Q. to adversary's K. R. fourth square, and checks.

10.

W. K. Kt. P. one square.
B. K. P. takes it.

11.

W. Q. to her K. Kt. second square.
B. K. P. takes K. R. P., and discovers check.

12.

W. K. to his B. square.

B. K. B. takes Q. B. (*a*)

13.

W. K. R. takes P. on its second square.

B. Q. to her square, or her K. Kt. fourth square.

14.

W. Q. takes K. B., &c. &c.

(*a*) If he take your King's Knight with his Pawn, you must take it with your Queen.

TWENTY-SECOND GAME.

NINTH GAMBIT.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. Q. P. one square.

3.

W. K. B. to its Q. B. fourth square.
B. K. P. takes K. B. P.

4.

W. Q. P. two squares.
B. Q. to the adversary's K. R. fourth square, and checks.

5.

W. K. to his B. square.
B. Q. B. to adversary's K. Kt. fourth square.

6.

W. K. Kt. to its B. third square.
B. Q. B. takes K. Kt.

7.

W. Q. takes Q. B.
B. K. Kt. P. two squares.

8.

W. Q. to her Kt. third square.
B. K. to his Q. B. square.

9.

W. K. B. takes K. B. P.
B. K. Kt. to its B. third square.

10.

W. Q. Kt. to its Q. second square.
B. K. P. one square.

11.

W. K. P. one square.
B. Q. P. takes it.

12.

W. Q. P. takes Q. P.
B. K. B. to its Q. B. fourth square.

13.

W. K. B. to adversary's K. third square, and checks.
B. Q. Kt. to its Q. second square.

14.

W. K. B. takes Q. Kt., and checks.
B. K. takes K. B.

15.

W. Q. to the adversary's Q. Kt. fourth square, and checks.

B. K. to his square.

16.

W. Q. takes K. B., &c.

TWENTY-THIRD GAME.

TENTH GAMBIT.

1.

W. K. P. two squares.
B. The same.

2

W. K. B. P. two squares.
B. K. Kt. to its B. third square.

3.

W. Q. Kt. to its B. third square.
B. K. P. takes K. B. P.

4.

W. Q. P. two squares.
B. K. B. to adversary's Q. Kt. fourth square.

5.

W. K. B. to its Q. third square.
B. Q. to her K. second square.

6.

W. Q. to her K. second square.
B. Q. Kt. to its B. third square.

7.

W. K. Kt. to its B. third square.
B. K. Kt. P. two squares.

8.

W. Q. P. one square.
B. Q. Kt. to its K. fourth square.

9.

W. K. Kt. takes K. Kt. P.
B. K. Kt. takes Q. P.

10.

W. K. P. takes K. Kt.
B. Q. takes K. Kt.

11.

W. K. Kt. P. one square.
B. K. to his Q. square.

12.

W. Q. B. takes K. P.
B. Kt. takes K. B., and checks.

13.

W. Q. takes Kt.
B. K. R. to its K. square, and checks.

14.

W. K. to his Q. second square.
B. Q. to her K. Kt. third square.

15.

W. Q. R. to its K. square.
B. Q. takes Q.

16.

W. K. takes Q.
B. Q. P. one square.

17.

W. Q. R. takes K. R., and checks.

B. K. takes Q. R.

18.

W. K. R. to its K. square, and checks.

B. K. to his Q. second square.

19.

W. B. to adversary's K. Kt. fourth square, and the White has a good game.

TWENTY-FOURTH GAME.

ELEVENTH GAMBIT.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes it.

3.

W. K. B. to its Q. B. fourth square.
B. Q. to adversary's K. R. fourth square, and checks.

4.

W. K. to his B. square.
B. Q. P. one square.

5.

W. K. Kt. to its B. third square.
B. Q. to adversary's K. Kt. fourth square.

6.

W. K. to his B. second square.
B. K. Kt. to its B. third square.

7.

W. K. R. to its K. square, &c.

TWENTY-FIFTH GAME.

TWELFTH GAMBIT.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes it.

3.

W. K. B. to its Q. B. fourth square.
B. Q. to adversary's K. R. fourth square, and checks.

4.

W. K. to his B. square.
B. K. B. to its Q. B. fourth square.

5.

W. Q. P. two squares.
B. K. B. to its Q. Kt. third square.

6.

W. K. Kt. to its B. third square.
B. Q. to adversary's K. Kt. fourth square.

7.

W. K. B. takes K. B. P., and checks; and the White will win the game, as Black cannot avoid the loss of his Queen.

TWENTY-SIXTH GAME.

THIRTEENTH GAMBIT.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes it.

3.

W. K. B. to its Q. B. fourth square.
B. Q. to the adversary's K. R. fourth square, and checks.

4.

W. K. to his B. square.
B. K. B. to its Q. B. fourth square.

5.

W. Q. P. two squares.
B. K. B. to its Q. Kt. third square.

6.

W. K. Kt. to its B. third square.
B. Q. to her K. B. third square.

7.

W. K. P. one square.

B. Q. to her B. third square. (or *a*)

8.

W. Q. to her K. second square, and the White has a good game.

7.

(or *a*) *W.* . . . . . .

B. Q. to her K. B. fourth square.

8.

W. K. B. to its Q. third square.

B. Q. to adversary's K. Kt. fourth square.

9.

W. K. R. P. one square.

B. Q. to adversary's K. Kt. third square.

10.

W. Q. Kt. to its B. third square, and Black cannot save his Queen.

TWENTY-SIXTH GAME.

THIRTEENTH GAMBIT.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes it.

3.

W. K. B. to its Q. B. fourth square.
B. Q. to the adversary's K. R. fourth square, and checks.

4.

W. K. to his B. square.
B. K. B. to its Q. B. fourth square.

5.

W. Q. P. two squares.
B. K. B. to its Q. Kt. third square.

6.

W. K. Kt. to its B. third square.
B. Q. to her K. B. third square.

7.

W. K. P. one square.

B. Q. to her B. third square. (or *a*)

8.

W. Q. to her K. second square, and the White has a good game.

7.

(or *a*) *W.* . . . . . .

B. Q. to her K. B. fourth square.

8.

W. K. B. to its Q. third square.

B. Q. to adversary's K. Kt. fourth square.

9.

W. K. R. P. one square.

B. Q. to adversary's K. Kt. third square.

10.

W. Q. Kt. to its B. third square, and Black cannot save his Queen.

TWENTY-SEVENTH GAME.

FOURTEENTH GAMBIT.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes it.

3.

W. K. B. to its Q. B. fourth square.
B. Q. to adversary's K. R. fourth square, and checks.

4.

W. K. to his B. square.
B. K. Kt. P. two squares.

5.

W. K. Kt. to its B. third square.
B. Q. to her K. R. fourth square.

6.

W. Q. P. two squares.
B. K. Kt. to its B. third square.

7.

W. Q. to her K. second square.
B. Q. Kt. to its B. third square.

8.

W. K. P. one square.
B. K. Kt. to adversary's K. Kt. fourth square.

9.

W. Q. Kt. to its B. third square.
B. K. B. to its K. second square.

10.

W. Q. Kt. to adversary's Q. fourth square.
B. K. B. to its Q. square.

11.

W. K. R. P. one square.
B. Q. Kt. to its R. fourth square.

12.

W. K. to his Kt. square.
B. K. Kt. to adversary's K. third square, &c.

TWENTY-EIGHTH GAME.

FIFTEENTH GAMBIT.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes it.

3.

W. K. B. to its Q. B. fourth square.
B. Q. to the adversary's K. R. fourth square, and checks.

4.

W. K. to his B. square.
B. K. Kt. to its B. third square.

5.

W. K. Kt. to its B. third square.
B. Q. to her K. R. fourth square.

6.

W. Q. to her K. second square.
B. K. Kt. P. two squares.

7.

W. K. Kt. to adversary's K. fourth square.
B. Q. takes Q.

8.

W. K. takes Q.

B. Q. P. one square.

9.

W. K. Kt. takes K. B. P.

B. Q. P. one square, and White must lose a piece; or the Knight and the Bishop for the King's Rook.

TWENTY-NINTH GAME.

SIXTEENTH GAMBIT.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes it.

3.

W. K. B. to its Q. B. fourth square.
B. Q. to the adversary's K. R. fourth square, and checks.

4.

W. K. to his B. square.
B. K. Kt. to its B. third square.

5.

W. K. Kt. to its B. third square.
B. Q. to her K. R. fourth square.

6.

W. Q. to her K. second square.
B. K. Kt. P. two squares.

7.

W. Q. P. two squares.
B. Q. P. one square.

8.

W. K. P. one square.

B. Q. P. takes it.

9.

W. Q. takes Q. P., and checks; and the White has a much better game than his adversary.

THIRTIETH GAME.

SEVENTEENTH GAMBIT.

Teaching the Black to elude the Attack of the Gambit.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. B. to its Q. B. fourth square.

3.

W. K. Kt. to its B. third square.
B. Q. P. one square.

4.

W. K. B. P. takes K. P.
B. Q. P. takes K. P.

5.

W. K. Kt. takes Q. P.
B. Q. to the adversary's K. R. fourth square, and checks.

6.

W. K. Kt. P. one square.
B. Q. takes K. P., and checks.

7.

W. Q. to her K. second square.

B. Q. takes K. R.

8.

W. K. Kt. to adversary's K. Kt. third square, and discovers check.

B. K. Kt. to its K. second square.

9.

W. K. Kt. takes K. R.

B. Q. B. to adversary's K. R. third square, by which the Black forces an exchange of Queens, and wins the King's Knight.

THIRTY-FIRST GAME.

EIGHTEENTH GAMBIT.

Shewing another Method of defending the King's Gambit.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. B. to its Q. B. fourth square.

3.

W. K. Kt. to its B. third square.
B. Q. P. one square.

4.

W. K. B. to its Q. B. fourth square.
B. Q. to her K. second square.

5.

W. K. Kt. to adversary's K. Kt. fourth square.
B. K. Kt. to its R. third square.

6.

W. Q. to adversary's K. R. fourth square.
B. Q. B. to adversary's K. Kt. fourth square.

7.

W. K. B. takes K. B. P., and checks. (or *a*)
B. Q. takes K. B.

8.

W. K. Kt. takes Q.
B. Q. B. takes Q.

9.

W. K. Kt. takes K. R.
B. Must win the K. Kt.

7.

(*a*) *W.* Q. to her K. R. fourth square.
B. K. P. takes K. B. P.

White cannot hinder the Black from pushing his King's Bishop's Pawn on the King's Knight, which decides the game in his favor.

THIRTY-SECOND GAME.

NINETEENTH GAMBIT.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes it.

3.

W. K. B. to its Q. B. fourth square.
B. Q. B. P. one square.

4.

W. K. Kt. to its B. third square.
B. Q. P. two squares.

5.

W. K. P. takes Q. P.
B. Q. B. P. takes K. P.

6.

W. K. B. to adversary's Q. Kt. fourth square, and checks.
B. Q. Kt. to its B. third square, &c.

THIRTY-THIRD GAME.

TWENTIETH GAMBIT.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes it.

3.

W. K. B. to its Q. B. fourth square.
B. K. B. P. two squares.

4.

W. K. P. takes it.
B. Q. to the adversary's K. R. fourth square, and checks.

5.

W. K. to his B. square.
B. K. P. one square.

6.

W. K. B. to its Q. Kt. third square, or takes K. Kt.

B. K. P. takes K. Kt. P., and checks.

7.

W. K. takes K. P., and the Black has the best of the Game.

THIRTY-FOURTH GAME.

1.

W. K. P. two squares.
B. Q. P. two squares.

2.

W. K. P. takes it.
B. Q. takes K. P.

3.

W. Q. Kt. to its B. third square.
B. Q. to her square.

4.

W. Q. P. two squares, and the White's Game is better opened.

Here follows a Game which has been analyzed in DAMIANO. [Vide page 1.]

N. B. The ensuing is a Back Game to it, beginning at the tenth move of the Black.

THIRTY-FIFTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. The same.

3.

W. K. Kt. takes K. P.
B. The same.

4.

W. Q. to her K. second square.
B. The same.

5.

W. Q. takes K. Kt.
B. Q. P. one square.

6.

W. Q. P. two squares.
B. K. B. P. one square.

7.

W. K. B. P. two squares.
B. Q. P. takes K. Kt.

8.

W. Q. P. takes Q. P.

B. Q. Kt. to its Q. second square.

9.

W. Q. Kt. to its B. third square.

B. K. B. P. takes Q. P.

10.

W. Q. Kt. to adversary's Q. Kt. fourth square.

B. Q. Kt. to its K. B. third square, and Black has the best of the Game.

THIRTY-SIXTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. The same.

3.

W. K. Kt. takes K. P.
B. The same.

4.

W. Q. to her K. second square.
B. The same.

5.

W. Q. takes K. Kt.
B. Q. P. one square.

6.

W. Q. P. two squares.
B. K. B. P. one square.

7.

W. K. B. P. two squares.
B. Q. P. takes K. Kt.

8.

W. Q. P. takes Q. P.

B. K. B. P. takes Q. P.

9.

W. K. B. P. takes K. B. P.

B. Q. Kt. to its Q. second square.

10.

W. Q. B. to its K. B. fourth square.

B. K. Kt. P. two squares.

11.

W. Q. B. to its K. Kt. third square.

B. K. B. to its K. Kt. second square, and the Black will regain his Pawn.

THIRTY-SEVENTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. The same.

3.

W. K. Kt. takes K. P.
B. Q. to her K. second square.

4.

W. Q. P. two squares.
B. Q. P. one square.

5.

W. K. Kt. to its B. third square.
B. Q. takes K. P., and checks.

6.

W. K. B. to its K. second square.
B. Q. B. to its K. B. fourth square.

7.

W. Q. B. P. one square.

B. Q. Kt. to its Q. second square.

8.

W. Q. Kt. to its Q. second square.

B. Q. to adversary's Q. Kt. second square, and the Black has the best of the Game.

THIRTY-NINTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. Q. Kt. to its B. third square.

3.

W. K. B. to its Q. B. fourth square.
B. The same.

4.

W. Q. B. P. one square.
B. Q. to her K. second square.

5.

W. Q. P. two squares.
B. K. P. takes it.

6.

W. Q. B. P. takes K. P.
B. Q. takes K. P., and checks.

7.

W. Q. B. to its K. third square.
B. K. B. to the adversary's Q. Kt. fourth square, and checks, and the Black has the best of the Game.

FORTIETH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. Q. Kt. to its B. third square.

3.

W. K. B. to its Q. B. fourth square.
B. The same.

4.

W. Q. B. P. one square.
B. Q. to her K. second square.

5.

W. Q. P. one square.
B. The same.

6.

W. K. Kt. to adversary's K. Kt. fourth square.
B. Q. Kt. to its Q. square, and the Black has a good Game.

FORTY-FIRST GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. Q. Kt. to its B. third square.

3.

W. K. B. to adversary's Q. Kt. fourth square.
B. Q. P. one square.

4.

W. K. B. takes Q. Kt.
B. Q. Kt. P. takes K. B.

5.

W. Q. P. two squares, &c.

FORTY-SECOND GAME.

1.

W. K. P. two squares.

B. The same.

2.

W. K. Kt. to its B. third square.

B. Q. Kt. to its B. third square.

3.

W. K. B. to adversary's Q. Kt. fourth square.

B. K. B. to its Q. B. fourth square.

4.

W. K. B. takes Q. Kt.

B. Q. P. takes K. B.

5.

W. K. Kt. takes K. P.

B. K. B. takes K. B. P., and checks.

6.

W. K. takes K. B.

B. Q. to adversary's Q. fourth square, and checks.

7.

W. K. to his [illegible] square.

B. Q. takes K. Kt., and the Black has much the best of the Game.

FORTY-THIRD GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. Q. Kt. to its B. third square.

3.

W. K. B. to adversary's Q. Kt. fourth square.
B. K. B. to its Q. B. fourth square.

4.

W. K. B. takes Q. Kt
B. Q. P. takes K. B.

5.

W. K. Kt. takes K. P.
B. Q. to adversary's Q. fourth square.

6.

W. Q. to K. second square.
B. Q. takes K. Kt., &c.

FORTY-FOURTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. Q. Kt. to its B. third square.

3.

W. K. B. to adversary's Q. Kt. fourth square.
B. K. B. to its Q. B. fourth square.

4.

W. K. B. takes Q. Kt.
B. Q. P. takes K. B.

5.

W. K. Kt. takes K. P.
B. Q. to adversary's Q. fourth square.

6.

W. K. Kt. to its fourth square.
B. Q. takes K. P., and checks.

7.

W. K. Kt. to its K. third square.
B. K. B. takes K. Kt.

8.

W. Q. P. takes K. B. (or *a)*

B. Q. takes K. Kt. P.

9.

W. K. R. to its B. square.

B. Q. B. to adversary's K. R. third square, and the Black has a better Game than the White.

8.

(*a*) *W.* K. B. P. takes K. B.

B. Q. takes K. Kt. P.

9.

W. K. R. to its B. square.

B. Q. B. to adversary's K. Kt. fourth square, and the Black will win the Game.

FORTY-FIFTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. Q. Kt. to its B. third square.

3.

W. K. B. to adversary's Q. Kt. fourth square.
B. K. B. to its Q. B. fourth square.

4.

W. K. B. takes Q. Kt.
B. Q. P. takes K. B.

5.

W. K. Kt. takes K. P.
B. Q. to adversary's Q. fourth square.

6.

W. K. Kt. to its Q. third square.
B. Q. takes K. P., and checks.

7.

W. Q. to her K. second square.
B. Q. takes Q.

8.

W. K. takes Q.
B. K. B. to its Q. Kt. third square.

9.

W. Q. B. P. two squares.
B. Q. B. to its K. B. fourth square.

10.

W. K. Kt. to its K. square.
B. K. Kt. to its B. third square.

11.

W. Q. P. one square.
B. K. to his Q. second square.

12.

W. Q. B. to its K. third square.
B. K. R. to its K. square.

13.

W. K. to his Q. second square.
B. K. B. takes Q. B.

14.

W. K. B. P. takes K. B.
B. Q. R. to its Q. square.

15.

W. Q. Kt. to its B. third square.
B. K. Kt. to adversary's K. Kt. fourth square.

16.

W. Q. Kt. to its Q. square.
B. K. to his Q. B. square, and the Black has a better Game than his opponent.

FORTY-SIXTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. Q. Kt. to its B. third square.

3.

W. K. B. to adversary's Q. Kt. fourth square.
B. K. B. to its Q. B. fourth square. *(a)*

4.

W. Q. B. P. one square.
B. Q. P. one square. *(b)*

5.

W. Q. P. two squares.
B. K. P. takes Q. P.

(a) It would be better to move Q. R. P. one square; and if White should take the Q. Kt., Black ought to take with Q. P., in order to play his Queen to the adversary's Q. fourth square, if White were to take the King's Pawn with the Knight.

(b) This move is exceptionable: Black ought to move his Queen to his King's second square.

6.

W. Q. B. P. takes K. P.

B. K. B. to adversary's Q. Kt. fourth square, and checks.

7.

W. Q. Kt. to its B. third square.

B. Q. B. to its Q. second square.

8.

W. Q. B. to adversary's K. Kt. fourth square.

B. K. Kt. to its B. third square.

9.

W. Q. to her third square.

B. Q. to her K. second square.

10.

W. K. Kt. to its Q. second square.

B. K. B. takes Q. Kt.

11.

W. Q. Kt. P. takes K. B., &c.

Lopez observes, that, this Game is a proof that defending the King's Pawn with the Queen's Knight is not a good move; but this assertion is very vague; for it is doubtful whether the White's game be preferable to that of his adversary, who, it is presumed, would obtain the superiority by attending to the moves suggested in the notes that are subjoined.

FORTY-SEVENTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. Q. Kt. to its B. third square.

3.

W. K. B. to adversary's Q. Kt. fourth square.
B. K. B. to its Q. B. fourth square.

4.

W. Q. B. P. one square.
B. K. Kt. to its K. second square.

5.

W. Q. P. two squares.
B. K. P. takes it.

6.

W. Q. B. P. takes K. P.
B. K. B. to adversary's Q. Kt. fourth square, and checks.

7.

W. Q. Kt. to its B. third square.
B. Q. P. two squares.

8.

W. K. P. takes it. (or *a*)

B. Q. takes K. P., and the Black has a very good Game.

8.

(*a*) *W.* K. P. one square.

B. Q. B. to adversary's K. Kt. fourth square, &c.

FORTY-EIGHTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. Q. Kt. to its B. third square.

3.

W. K. B. to adversary's Q. Kt. fourth square.
B. K. B. to its Q. B. fourth square.

4.

W. Q. B. P. one square.
B. K. Kt. to its K. second square.

5.

W. Q. P. two squares.
B. K. P. takes it.

6.

W. Q. B. P. takes K. P.
B. K. B. to its Q. Kt. third square.

7.

W. Q. P. one square.
B. Q. Kt. to its square.

8.

W. Q. Kt. to its B. third square.

B. K. castles.

9.

W. K. Kt. to adversary's K. Kt. fourth square.

B. K. B. P. one square.

10.

W. K. Kt. to its B. third square.

B. Q. B. P. one square.

11.

W. K. B. to its Q. R. fourth square.

B. Q. P. one square, and the Black has a good Game.

FORTY-NINTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. Q. Kt. to its B. third square.

3.

W. K. B. to adversary's Q. Kt. fourth square.
B. K. B. to its Q. B. fourth square.

4.

W. Q. B. P. one square.
B. Q. to her K. second square.

5.

W. K. B. takes Q. Kt.
B. Q. P. takes K. B., and the Black has a good Game.

FIFTIETH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. Q. Kt. to its B. third square.

3.

W. K. B. to adversary's Q. Kt. fourth square.
B. K. B. to its Q. B. fourth square.

4.

W. Q. B. P. one square.
B. Q. to her K. second square.

5.

W. K. castles.
B. K. Kt. to its B. third square, &c.

FIFTY-FIRST GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. Q. P. one square.

3.

W. K. B. to its Q. B. fourth square.
B. Q. B. P. one square.

4.

W. Q. B. P. one square.
B. Q. P. one square.

5.

W. K. P. takes it.
B. Q. B. P. takes K. P.

6.

W. K. B. to the adversary's Q. Kt. fourth square, giving check.
B. Q. B. to its Q. second square.

7.

W. K. B. takes Q. B.
B. Q. Kt. takes K. B.

8.

W. Q. to her Kt. third square.

B. K. P. one square.

9.

W. K. Kt. to its Q. fourth square.

B. Q. Kt. to its Q. B. fourth square.

10.

W. Q. to the adversary's Q. Kt. fourth square, and checks.

B. Q. to her second square.

11.

W. Q. takes Q.

B. K. takes Q., and the Black has the better Game.—N. B. The next move of the Black should be his Queen's Knight to its adversary's Queen's third square.

FIFTY-SECOND GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. Q. P. one square.

3.

W. K. B. to its Q. B. fourth square.
B. Q. B. P. one square.

4.

W. Q. B. P. one square.
B. Q. P. one square.

5.

W. K. P. takes it.
B. Q. B. P. takes K. P.

6.

W. K. B. to the adversary's Q. Kt. fourth square, and checks.
B. Q. B. to its Q. second square.

7.

W. Q. to her Kt. third square.
B. Q. B. takes K. B.

8.

W. Q. takes Q. B., and checks.

B. Q. to her second square.

9.

W. Q. to her K. second square.

B. K. B. P. one square, and the Black has a good Game.

THE

ELEMENTS

OF THE

Art of Playing

WITHOUT SEEING THE BOARD;

CHIEFLY TAKEN FROM DAMIANO'S SCARCE AND VALUABLE TREATISE.

THE

Elements,

&c.

THE student must, in the first place, become perfectly acquainted with the *names* of the squares on which the pieces are placed, and also with the names of the *squares* to which they may be moved. To facilitate this—the Board is supposed to be divided into two equal parts: the first four ranks on your side constitute *your half;* the other four ranks are denominated *your Adversary's half:* each half is supposed to be subdivided into two equal parts, of which one is called *your King's side,* and the other *your Queen's side.* Your Adversary's half is similarly subdivided, and that part which is opposite to your King's side is called *your Adversary's King's side;* and that which is op-

posite to your Queen's side, is denominated your *Adversary's Queen's side.* All the pieces and pawns on your King's side and your Adversary's King's side are called *King's pieces* and *Pawns:* they are, the King's Rook, the King's Knight, the King's Bishop; the King's Rook's Pawn, the King's Knight's Pawn, the King's Bishop's Pawn, and the King's Pawn.—And all the pieces and pawns on your Queen's or Adversary's Queen's side are called *Queen's Pieces and Pawns:* they are, the Queen's Rook, the Queen's Knight, the Queen's Bishop; the Queen's Rook's Pawn, the Queen's Knight's Pawn, the Queen's Bishop's Pawn, and the Queen's Pawn.—The squares are named after their respective *pieces;* thus, the square on which the King stands is called the *King's square;* that on which his Bishop is placed, the *King's Bishop's square;* the next the *King's Knight's square,* and that on which his Rook is placed, the *King's Rook's square.* In the same manner, all the pieces on the Queen's side give their names to the squares on which they are placed. But the square on which the King's Pawn stands is not called the King's

Pawn's square, but the King's second square; neither does any square on which a pawn stands derive its name from that *pawn*, but it is called the second square of the *piece* on that file. Thus, the square on which the King's Bishop's Pawn is placed is called the *King's Bishop's second square*; that on which the King's Knight's Pawn stands, the *King's Knight's second square*; and thus it is with all the other pieces, whether King's or Queen's, and whether they be your own or your Adversary's. Again, the squares which form the rank next to that on which the pawns stand are called the *third squares of the pieces* that are opposite to them; ex. gr. the square immediately above your King's Pawn is called your *King's third square*; and it is the same with all the other pieces.—The rank of squares next to these consists of the *fourth* squares of the pieces on the same file; thus, the fourth square on the King's file is called the *King's fourth square*, and the same rule is applicable to all the other pieces. But the rank of squares next to this fourth rank is *not* called the *fifth* squares of the pieces on the same file, but the *fourth squares* of *your Adversary's pieces* on that

file; thus, a pawn placed *on the fifth square of your King's Rook* is said to be *on your Adversary's King's Rook's fourth square*, &c.

A retentive memory and great practice are alike necessary to excel in this most pleasing, but difficult, recreation. To improve with more facility, it is necessary to number every square, beginning from the King's Rook to the middle of the Board: it is likewise important to recollect perfectly the colour of the different squares: this is effected by observing, that, the *odd* numbers are all of the *same* colour as the *first* square, and the *even* numbers are, of course, of a *different* colour: thus, the white King's Rook's square is white, so is the third, &c.

Another very essential point is, to recollect the situation of every piece, as well as the number of squares to which it can be moved: if a Knight be placed on the Queen's fourth square, how many squares does it guard?

The following diagram will show

that it can be moved in *one diagonal*, 1, to its Queen's third square; 2, its King's second square; and, 3, its own square:—4, your Adversary's Queen's Knight's fourth square, and, 5, his Queen's Rook's third square:—and in *another diagonal*, 6, to its Queen's Knight's third square; 7, Queen's Rook's second square; 8, *Adversary's* Queen's fourth square; 9, his King's third square; 10, his King's Bishop's second square; and, 11, his King's Knight's square.

It is, besides, necessary to know that the pawns,

when *unmoved*, guard the third squares of the pieces in the contiguous files: if moved *one square*, they guard the fourth squares of the same pieces; if moved *two squares*, they guard the fourth squares of your Adversary's pieces in the contiguous files, &c.: thus, your *King's pawn, when unmoved*, guards your King's Bishop's and Queen's third squares; *when moved one square*, your King's Bishop's and Queen's fourth squares; *when moved two squares*, your Adversary's King's Bishop's and Queen's fourth squares, &c.

Of the Bishop.

The Bishop moves diagonally, and it is necessary to recollect perfectly the number and names of the squares to which it can move. If it be placed on any one of the four centre squares of the Board, it can be moved to *thirteen* squares; *six* in *one* diagonal and *seven* in the *other*. The only particular observation to be made respecting the Bishop is, that, on which

rank soever it may be placed, it either ascends or descends *one rank* for every square to which it moves; ex. gr., when the Bishop is on its own square, if you move it *one* square, it will then be on the *second* rank; if *two*, on the *third*; if *three*, on the *fourth*; if *four*, on the *Adversary's fourth rank*; and if *five*, on the Adversary's *third rank*: and, counting from its own square, whichsoever may be the number of squares over which you move it, it will be found to be at an equal number of squares from the piece which gives its name to the file on which the Bishop is placed. Thus, let either Bishop be moved from its place *four* squares including its own, it will be found to be on the other Bishop's *fourth* square, because the two Bishops, in their original situation, are four squares from each other, including their own. Suppose your King's Bishop to be moved five squares, its own inclusive, it will be found to be on the fourth square of the *Adversary's* Queen's Knight, which answers to the fifth square of your own Queen's Knight; because the King's Bishop is distant from the Queen's Knight five squares, and the

Queen's Bishop is at a similar distance from the King's Knight, their own squares inclusive.

Of the Rook.

The move of the Rook is easily recollected: it guards all the squares in a perpendicular as well as horizontal direction; therefore, if the Rook be placed on your Queen's fourth square, it confines your Adversary's King within his own quarter of the Board.

Of the Knight.

The move of the Knight is by much the most difficult to recollect. Supposing it to be placed on your Queen's fourth square, the following is the best method to ascertain the names of the squares to which it can be moved: count *two* squares in a *perpendicular* and *one* in a *horizontal* direction, or *two* in a *horizontal* and *one* in a *perpendicular* direction; and you will find that in that position it will guard the following squares; counting two squares in a perpendicular direction *forwards* will lead you to the Adversary's Queen's *third* square; then

count one horizontally right and left, and the squares, on which it can be moved, will be found to be the King's third square and the Adversary's Queen's Bishop's third square: count two squares in a perpendicular *but retrograde* direction, and that will reach to your own Queen's second square; then count one square horizontally right and left, and the squares, to which it may be moved, will be your King's second square and Queen's Bishop's second square. Count two squares in a horizontal position toward the right hand, and one perpendicularly forward and backward, and you will find, that, the same Knight can be moved to your King's Bishop's third square, and to your Adversary's King's Bishop's fourth square. Again; count *two squares* horizontally towards the left hand, and *one perpendicularly* forwards or backwards, and you will perceive that it may also be moved to your Queen's Knight's third square and your Adversary's Queen's Knight's fourth square. This will also exemplify another very important observation concerning the Knight, which is, that, when placed on any one of the *centre squares* of the Board (that is, those squares from

either of which it guards eight squares, namely the Queen's Bishop's third square, King's Bishop's third square, Adversary's Queen's Bishop's third square, and Adversary's King's Bishop's third square, and all the inclusive squares), whichsoever square of your own it guards, it invariably guards some square of your Adversary's on the *same* file, and the two squares it guards on the same file are four squares distant from each other. Ex. gr., place it on one of these centre squares, so as to guard your King's square, it will also guard your Adversary's King's *fourth* square; and if it guard your King's second square, it will guard your Adversary's King's third square; if it guard your King's third square, it will also guard your Adversary's King's second square; if it guard your King's fourth square, it will guard your Adversary's King's own square.

But this rule must be understood as referring only to the two files *contiguous* to the square on which the Knight is placed; for on the files *next to those*, the distance between the

squares will consist of only *two* squares instead of *four:* Ex. gr. A Knight on your Queen's fourth square guards your Queen's Knight's third square and your Adversary's Queen's Knight's fourth squares: these two squares are *only two* squares distant. Again, it guards your King's Bishop's third square, and your Adversary's King's Bishop's fourth square: the distance between these consists of only two squares.

Of the Queen.

The Queen combines the moves of the Rook and Bishop, for she may be moved like either of those pieces; but she cannot be moved at the same time diagonally and horizontally, or perpendicularly and diagonally. Nothing else needs be said with respect to the Queen, as the explanations which have been given of the moves of the Rook and Bishop are equally applicable to the Queen's movements.

Of the King.

The King may be moved in all directions, but only one square at a time: it is therefore almost needless to observe that he guards only eight squares, no greater number of squares being contiguous to any other square on the Board.

The pieces that may be exchanged in the course of the Game must be carefully re-collected, and every new situation requires the most sedulous attention.

These rules will prove of great utility to any Chess-Player who is desirous of acquiring the art of playing without seeing the Board; but he will find himself deceived if he imagines that they are sufficient to enable him immediately to excel in it, as they will prove unavailing if they be not combined with great practice.

SALVIO.

Salvio.

FIRST GAMBIT.

1.

B. K. P. two squares.
W. The same.

2.

B. K. B. P. two squares.
W. K. P. takes it.

3.

B. K. Kt. to its B. third square.
W. K. Kt. P. two squares.

4.

B. K. B. to its Q. B. fourth square.
W. K. Kt. P. one square.

5.

B. K. Kt. to adversary's K. fourth square.
W. Q. to adversary's K. R. fourth square, and checks.

6.

B. K. to his B. square.
W. K. Kt. to its B. third square.

This move appears to be highly exceptionable (*stravagante*, says SALVIO); nevertheless, it is very good play.

The following moves are generally the result of this system of defence.

If the Black take the King's Bishop's Pawn with his Knight, the White, by playing his Queen's Pawn two squares, will either win a piece, or gain two pieces for his King's Rook.

If the Black, instead of taking the King's Bishop's Pawn with his *Knight*, should take it with his *Bishop*, giving check, the White must play his King to his Queen's square; and if the Black *retire his King's Bishop to its Queen's Knight third square*, the White ought to move his King's Knight to its Rook's fourth square; for, although the Black may check with his King's Knight on the Adversary's King's Bishop second square, and afterwards take the King's Rook, the White will win the Game, by checking on the Adversary's King's Knight third square.

But if the Black, instead of *retiring his King's Bishop to its Queen's Knight third square*, were to play,

B. K. B. to its Q. B. fourth square.
W. Q. Kt. P. two squares.

B. K. B. takes Q. Kt. P.
W. Q. B. P. one square.

B. *K. B. to its Q. third square.*
W. Q. P. one square.

B. K. Kt. to adversary's K. B. second square, and checks.
W. K. to his Q. B. second square.

B. K. Kt. takes K. R. *(a)*
W. K. Kt. to its K. R. fourth square; and must win the Game.

(*a*) This Variation and *the assertion* "that the White must win" are incorrect: the Queen's Pawn being moved one square, prevents the King's Bishop from checking when the King moves to his Knight's square, in consequence of the check of the Knight; and the White, instead of *winning*, *must lose* the Game. Ex. gr. Suppose then the White to play, as SALVIO directs,

W. K. Kt. to its K. R. fourth square.

B. Q. to her K. square.
W. K. Kt. to adversary's K. Kt. third square, and checks.

B. K. to Kt. square.
W. Must lose a piece, and ultimately the Game; but, if he could check with the King's Bishop, he would win easily.

This Gambit is well known by the name of SALVIO'S GAMBIT; but that denomination is incorrect, for that defence was first adopted by a very good player, who did not reside in the same town as SALVIO did, but transmitted it to him, being anxious to know whether he approved of it.

The following are variations in the defence:

1.

B. K. P. two squares.
W. The same.

2.

B. K. B. P. two squares.
W. K. P. takes it.

3.

B. K. Kt. to its B. third square.
W. K. Kt. P. two squares.

4.

B. K. B. to its Q. B. fourth square.
W. K. Kt. P. one square.

5.

B. K. Kt. to adversary's K. fourth square.
W. K. Kt. to its R. third square.

6.

B. K. Kt. takes K. Kt. P.

W. Q. checks. (or *a)*

7.

B. K. Kt. interposes on the K. B. second square.

W. Q. P. two squares.

6.

(*a*) *B.* . . . . .

W. K. Kt. takes K. Kt.

7.

B. Q. takes K. Kt.

W. Q. P. two squares.

8.

*B**. Q. to adversary's K. R. fourth square.

W. Q. P. takes K. B.

9.

B. Q. to adversary's K. fourth square, and checks.

W. Q. to her K. second square.

10.

B. Q. takes K. R., but has nevertheless a bad Game, says SALVIO: his remark, however, does not appear well founded;

W. for though White Q. should take K. P., and check,

11.

B. May play his K. to his B. second square, and White has no attack, and has lost a Rook for a Bishop.

* It is difficult to discover why SALVIO did not direct the Queen to take the Gambit's Pawn, instead of this move.

8.

B. If he take it with the *K. B.*

W. Q. B. to adversary's K. Kt. fourth square, &c.

And if Black take the Pawn with his *King's Pawn*, the White must play his Gambit's Pawn, attacking at the same time his adversary's King's Bishop with his Queen. In either case the White has decidedly the better Game.

ANOTHER METHOD of DEFENDING the GAMBIT; Or, more properly, a *Variation* of the first Game.

1.

B. K. P. two squares.

W. The same.

2.

B. K. B. P. two squares.

W. K. P. takes it.

3.

B. K. Kt. to its B. third square.

W. K. Kt. P. two squares.

4.

B. K. B. to its Q. B. fourth square.

W. K. Kt. P. one square.

5.

B. K. Kt. to adversary's K. fourth square.
W. Q. checks.

6.

B. K. to his B. square.
W. K. Kt. to its B. third square.

7.

B. Q. P. *one square.* or (*a*) (*b*)
W. Q. P. one square.

7.

(*a*) *B.* Q. P. *two* squares.
W. Q. P. one square.

8.

B. K. Kt. to its Q. third square.
W. The Gambit's Pawn one square; and White has a much better Game.

7.

(*b*) *B.* Q. Kt. to its B. third square.
W. K. B. to adversary's Q. Kt. fourth square.

8.

B. Q. Kt. to adversary's Q. fourth square.
W. K. Kt. takes Q. Kt.

9.

B. K. B. takes K. Kt.
W. Q. P. one square.

10.

B. K. Kt. takes K. B. P.
W. K. R. to its B. square.

8.

B. K. Kt. takes K. B. P.

W. Q. P. one square, and gains two pieces for his King's Rook.

11.

B. Q. B. P. one square.

W. The same.

12.

B. Q. B. P. takes K. B.

W. The same.

13.

B. K. Kt. takes Q. P., and checks.

W. K. to his Q. second square.

14.

B. K. Kt. takes Q. B.

W. The Gambit's P. one square.

15.

B. K. Kt. P. one square.

W. Q. to adversary's K. R. third square, and checks.

16.

B. K. to his B. second square.

W. Q. to adversary's K. Kt. second square, and checks.

17.

B. K. to his third square.

W. Q. P. one square, and checks.

18.

B. K. takes it.

W. Q. Kt. to its B. third square, and checks.

19.

B. K. to his third square.

W. Q. R. takes K. Kt.

20.

B. Q. B. P. to adversary's Q. Kt. fourth square.

W. Q. Kt. to its K. fourth square. *(a)*

21.

B. Q. to her K. B. square; and, by forcing the exchange of Queens, destroys the White's attack.

(a) This move is certainly exceptionable: were the Knight played to *adversary's Q. Kt. fourth square*, White would win the game.

Another GAMBIT.

1.

B. K. P. two squares.
W. The same.

2.

B. K. B. P. two squares.
W. K. P. takes it.

3.

B. K. Kt. to its B. third square.
W. K. Kt. P. two squares.

4.

B. K. R. P. two squares.
W. K. Kt. P. one square.

5.

B. K. Kt. to adversary's K. fourth square.
W. Q. to her K. second square.

6.

B. K. Kt. takes K. Kt. P.
W. K. B. P. two squares.

7.

B. K. Kt. to its B. second square.
W. K. B. P. takes K. P.

8.

B. Q. to adversary's K. R. fourth square, and checks.

W. K. to his Q. square.

9.

B. Q. to adversary's K. B. fourth square.

W. K. Kt. to its B. third square.

10.

B. Q. takes Gambit's Pawn.

W. Q. P. two squares, &c.

The situation of the White pieces is superior to that of his adversary's.

VARIATION of this GAMBIT.

1.

B. K. P. two squares.

W. The same.

2.

B. K. B. P. two squares.

W. K. P. takes it.

3.

B. K. Kt. to its B. third square.

W. K. Kt. P. two squares.

4.

B. K. R. P. two squares.
W. K. Kt. P. one square.

5.

B. K. Kt. to adversary's K. fourth square.
W. Q. to her K. second square.

6.

B. Q. P. two squares.
W. K. B. P. two squares.

7.

B. Q. B. takes Gambit's Pawn.
W. Q. P. one square.

8.

B. Q. B. to adversary's K. Kt. fourth square.
W. K. Kt. to its B. third square.

9.

B. Q. Kt. to its B. third square.
W. Q. B. P. one square.

10.

B. Q. B. takes K. Kt.
W. Q. takes Q. B.

11.

B. K. Kt. to its Q. B. fourth square.
W. Q. Kt. P. two squares.

SALVIO says, "the Black being obliged to remove his Knight, the White may either take

the King's Pawn, or play his King's Bishop's Pawn one square." This remark appears to be futile: the White's Game does not appear superior in situation to his adversary's.

ANOTHER METHOD of DEFENDING the GAMBIT.

1.

B. K. P. two squares.
W. The same.

2.

B. K. B. P. two squares.
W. K. P. takes it.

3.

B. K. Kt. to its B. third square.
W. K. Kt. P. two squares.

4.

B. K. B. to its Q. B. fourth square.
W. K. Kt. P. one square.

5.

B. K. Kt. to adversary's K. fourth square.
W. Q. checks.

6.

B. K. to his B. square.
W. K. Kt. to its R. third square.

7.

B. Q. P. two squares.
W. The Gambit's Pawn one square.

8.

B. K. Kt. P. one square.
W. Q. checks.

9.

B. K. to his B. second square.
W. Q. to adversary's K. Kt. second square, and checks.

10.

B. K. to his third square.
W. K. B. to its Kt. second square.

11.

B. K. Kt. to its Q. third square.
W. K. to his Kt. square, and Rook to its K. square.

12.

B. K. Kt. to its B. fourth square.
W. K. Kt. to its B. fourth square, and checks.

13.

B. K. to his Q. third square.
W. Q. to adversary's K. B. second square.

14.

B. Q. B. P. one square.

In this situation, SALVIO says that White must take the King's Pawn with his King's Rook; and that, if Black take the Rook, White may *easily* win the Game.

He is very right in saying that White may win; but, as I cannot agree with him in considering the method of winning as *easy*, I have subjoined the moves by which it appears to me that White may check-mate his opponent.

Supposing, then, that, at the *fourteenth* move, White should take the King's Pawn with the King's Rook:

15.

B. K. takes K. R.

W. Q. P. two squares, and checks.

16.

B. K. to his Q. third square. or (*a*) or (*b*)

W. K. Kt. to adversary's K. third square.

16.

(*a*) *B.* K. B. takes Q. P.

W. K. Kt. to its Q. third square, and checks.

17.

B. K. to his Q. third square.

W. Q. B. to its K. B. fourth square, and check-mates.

16.

(*b*) *B.* K. Kt. takes Q. P.

W. K. Kt. to its Q. third square, and checks.

17.

B. Q. removes, or Q. B. takes K. Kt.

W. Q. B. to its K. B. fourth square, and check-mates.

17.

B. K. to his B. fourth square.

W. K. B. to its R. third square, and checks.

18.

B. K. to adversary's K. fourth square.

W. Q. Kt. to its Q. second square, and check-mates.

This is a very well played Game on the part of the White; and it is much to be regretted that the *Italian* method of *Castling* has not been universally adopted.

Another GAMBIT.

1.

B. K. P. two squares.
W. The same.

2.

B. K. B. P. two squares.
W. K. P. takes it.

3.

B. K. Kt. to its B. third square.
W. K. Kt. P. two squares.

4.

B. K. R. P. two squares.
W. K. Kt. P. one square.

5.

B. K. Kt. to adversary's K. fourth square.
W. Q. to her K. second square.

6.

B. K. Kt. takes K. Kt. P.
W. Q. takes K. P., and checks.

7.

B. Q. interposes.
W. Q. P. two squares.

8.

B. K. Kt. to its B. second square.
W. Q. takes Q., and checks.

9.

B. K. B. takes Q.
W. K. B. to its Q. third square.

10.

B. Q. P. two squares.
W. Q. Kt. to its B. third square.

11.

B. Q. B. P. one square.
W. Q. B. to its K. B. fourth square.

12.

B. K. Kt. to its Q. third square.
W. The Gambit's Pawn one square.

13.

B. K. Kt. P. takes it.
W. K. B. to adversary's K. Kt. third square, and checks.

14.

B. K. to his Q. square.
W. K. Kt. to its B. third square.

SALVIO did not continue this Game on the supposition, I presume, of its being an even game. It appears to me that White, at the twelfth move, ought to take the King's Knight

with his Queen's Bishop, and then move his King's Knight to its Bishop's third square; thus preserving the superiority of a Pawn, and a very good situation.

VARIATION of the last GAMBIT.

1.

B. K. P. two squares.
W. The same.

2.

B. K. B. P. two squares.
W. K. P. takes it.

3.

B. K. Kt. to its B. third square.
W. K. Kt. P. two squares.

4.

B. K. R. P. two squares.
W. K. Kt. P. one square.

5.

B. K. Kt. to adversary's K. fourth square.
W. Q. to her K. second square.

6.

B. K. Kt. takes K. Kt. P. *(a)*

W. Q. takes K. P., and checks.

7.

B. Q. interposes.

W. Q. P. two squares.

8.

B. Q. P. one square.

W. Q. B. takes K. Kt.

9.

B. Q. P. takes Q.

W. Q. B. takes Q.

10.

B. K. B. takes Q. B.

W. Q. P. takes Q. P. on adversary's K. fourth square.

11.

B. Q. B. takes Gambit's Pawn.

W. K. B. to its Q. third square, &c.

The advantage is on the side of the White.

6.

or *(a)* *B.* Q. P. two squares.

W. Q. P. one square.

7.

B. K. Kt. takes K. Kt. P.

W. Q. takes K. P., and checks, &c.

Another GAMBIT.

1.

B. K. P. two squares.
W. The same.

2.

B. K. B. P. two squares.
W. K. P. takes it.

3.

B. K. R. P. two squares.
W. K. B. to its K. second square.

4.

B. K. Kt. to its B. third square.
W. The same.

5.

B. Q. P. one square.
W. K. Kt. to its R. fourth square.

6.

B. Q. Kt. to its B. third square.
W. K. to his Kt. square, and Rook to its K. square.

7.

B. K. Kt. P. two squares.
W. K. Kt. to its B. third square, &c.

This Game is incorrect. The Knight's Pawn, which the Black plays two squares at the seventh move, would of course be taken *en passant* in Great Britain or France, where it is optional to allow, or prevent, a pawn's moving *two squares* at once when it passes *prise*. It appears to me that White, instead of castling, ought to move his King's Knight to the adversary's King's Knight third square.

Another GAMBIT.

1.

B. K. P. two squares.
W. The same.

2.

B. K. B. P. two squares.
W. K. P. takes it.

3.

B. K. R. P. two squares.
W. Q. P. two squares.

4.

B. K. P. takes it.
W. Q. takes K. P.

5.

B. Q. to her K. second square, and checks.
W. Q. B. to its K. third square.

6.

B. Q. Kt. to its B. third square.
W. Q. to her K. B. fourth square.

7.

B. Q. P. two squares.
W. Q. B. P. one square.

8.

B. K. Kt. to its R. third square.
W. K. B. to its Q. third square.

9.

B. Q. to her K. B. second square.
W. K. Kt. to its B. third square.

10.

B. Q. B. takes Gambit's Pawn.
W. K. Kt. to adversary's K. Kt. fourth square.

11.

B. Q. to her second square, &c.

The situation seems equally advantageous for both players.

VARIATION of this GAMBIT.

1.

B. K. P. two squares.
W. The same.

2.

B. K. B. P. two squares.
W. K. P. takes it.

3.

B. K. R. P. two squares.
W. K. B. to its K. second square.

4.

B. K. Kt. to its B. third square.
W. Q. P. two squares.

5.

B. K. P. takes it.
W. Q. takes K. P.

6.

B. Q. Kt. to its B. third square.
W. Q. to her K. B. fourth square.

7.

B. K. B. to its Q. third square.
W. Q. to adversary's K. Kt. fourth square.

8.

B. Q. to her K. second square.
W. K. Kt. to its B. third square.

9.

B. K. castles.

SALVIO does not go on with this Game. I do not think it well played.

Another GAMBIT.

1.

B. K. P. two squares.
W. The same.

2.

B. K. B. P. two squares.
W. K. P. takes it.

3.

B. K. Kt. to its B. third square.
W. K. Kt. P. two squares.

4.

B. K. R. P. two squares.
W. K. Kt. P. one square.

5.

B. K. Kt. to adversary's K. fourth square.
W. K. B. to its K. second square.

6.

B. Q. takes K. Kt. P.
W. Q. P. one square.

7.

B. Q. to adversary's K. Kt. second square.
W. Q. P. takes K. Kt.

8.

B. Q. takes Q. P. *(a)*

W. Q. Kt. to B. third square. *(b)*

9.

B. Q. takes K. R.

W. K. B. takes K. R. P., and checks.

10.

B. K. to his Q. square.

W. Q. B. to adversary's K. Kt. fourth square, and checks.

11.

B. K. B. interposes on its K. second square.

W. Q. B. takes K. B., and checks.

12.

B. K. takes Q. B.

W. Q. to her K. Kt. fourth square.

13.

B. K. R. takes K. B.

W. Q. takes K. Kt. P., and checks, &c.

SALVIO states that the following Gambit was sent to him by Signor Muzio, who com-

---

(a) The Queen ought to have taken K. R.

(b) It would have been better to have moved the K. Kt. to its B. third square.

monly won it of his adversary Don Geronimo Gascio. He hastily gives it as his opinion that the White must win; but has evidently analysed that game imperfectly. It is, in my opinion, the finest and most difficult of all Gambits. PHILIDOR hints at the possibility of sacrificing the King's Knight, but he has abstained from teaching the player those moves by which he may preserve an attack sufficiently potent to compensate him for the loss of the piece. VERDONI (who used to call it *his Gambit)* never, to my knowledge, taught either the attack or defence to any of his pupils.

I feel very considerable diffidence in giving it as my opinion, that he who sacrifices the Knight ought to lose the game, if his adversary be *very* skilful.

The following are SALVIO's moves:

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes it.

3.

W. K. Kt. to its B. third square.
B. K. Kt. P. two squares.

4.

W. K. B. to its Q. B. fourth square.
B. K. Kt. P. one square.

5.

W. K. castles with K. on R. square, and R. on B. square.
B. K. Kt. P. takes K. Kt.

6.

W. Q. takes K. Kt. P.
B. Q. to her K. second square.

7.

W. Q. takes Gambit's P.
B. K. Kt. to its R. third square.

8.

W. Q. takes Q. B. P.
B. Q. Kt. to its B. third square.

9.

W. Q. Kt. to its B. third square.
B. Q. to her third square. (*a*)

(*a*) It seems, that, if Black played his Queen to her B. fourth square, he would win the game; because White could not support or retire his K. B. without losing his Q. by the Black's playing his K. B. to its Q. third square.

10.

W. Q. Kt. to adversary's Q. fourth square.

SALVIO does not go on with this game, but repeats his belief that the White must win.

I have, however, but little doubt that when the *Italian* method of castling is allowed, the player who takes the Knight must find great difficulty in defending the game; as the Gambit player is not in that case obliged to lose a move to guard against the check with the Queen on the Queen's Bishop's fourth square, which would gain the adversary's King's Bishop.

It is a most instructive game, and should be frequently played by all amateurs who are desirous of excelling in chess: to him who sacrifices the Knight it will teach, better than any other game, the advantage of being able to bring more pieces into play than his adversary, and clearly demonstrate the truth of a position not sufficiently attended to by young players, that, it is the *situation* and not the *number* of pieces which decides the event of a game: to the player who takes the Knight, it will show how essential it is *not to lose a move*, and the importance of seeking opportunities of

exchanging pieces when the adversary has a powerful attack; for in this Gambit it may be asserted, that the *Black* must speedily lose the game if he do not carefully exchange pieces.

AN OPENING,

Denominated by SALVIO, and by all Italian Players,

GIUOCO PIANO;

That Name being given to all Openings in which *no Pawn is sacrificed* for the sake of an attacking Position, and in which the K. Kt. and K. B. are played immediately after the K. Pawn.

1.

B. K. P. two squares.
W. The same.

2.

B. K. Kt. to its B. third square.
W. Q. Kt. to its B. third square.

3.

B. K. B. to its Q. B. fourth square.
W. The same.

4.

B. K. to his R. square, and R. to its B. square.
W. K. Kt. to its B. third square.

5.

B. K. Kt. to adversary's K. Kt. fourth square.
W. K. castles.

6.

B. K. B. P. two squares.
W. K. R. P. one square.

7.

B. K. Kt. takes K. B. P.
W. K. R. takes K. Kt.

8.

B. K. B. takes K. R., and checks.
W. K. takes K. B.

9.

B. K. B. P. takes K. P.
W. Q. Kt. takes K. B. P.

10.

B. Q. to adversary's K. R. fourth square, and checks.

This move, says SALVIO, will enable Black to recover the piece which he has sacrificed; in which case he will have a Rook and a Pawn against a Bishop.

The piece is easily gained by the following moves:

10.

B. Q. as above, and checks.
W. K. to his third square.

11.

B. Q. to adversary's K. B. fourth square, and checks.

W. K. to his Q. third square.

12.

B. Q. B. P. one square.

W. The K. B. or the Q. Kt. removes;

13.

B. Q. P. two squares.

W. The other piece retires;

14.

B. K. P. to adversary's K. fourth square, and checks, and the King's Knight is forced.

Black in this game plays remarkably well; and his attack exhibits an additional proof of the superiority of the Italian method of castling over ours.

Another GIUOCO PIANO OPENING.

1.

B. K. P. two squares.
W. The same.

2.

B. Q. P. one square.
W. K. B. to its Q. B. fourth square.

3.

B. K. B. to its K. second square.
W. K. Kt. to its B. third square.

4.

B. K. B. P. two squares.
W. K. P. takes it.

5.

B. Q. B. takes K. P.
W. Q. B. P. one square.

6.

B. K. Kt. to its B. third square.
W. Q. to her Kt. third square.

7.

B. Q. to her B. square.
W. K. Kt. to adversary's K. Kt. fourth square, &c.

Another Giuoco Piano OPENING.

1.

B. K. P. two squares.
W. The same.

2.

B. K. B. to its Q. B. fourth square.
W. The same.

3.

B. K. Kt. to its B. third square.
W. Q. Kt. to its B. third square.

4.

B. K. to his Kt. square, and R. to its K. square.
W. K. Kt. to its B. third square.

5.

B. Q. B. P. one square.
W. K. Kt. to adversary's K. Kt. fourth square.

6.

B. Q. P. two squares.
W. K. P. takes it.

7.

B. K. B. takes K. B. P., and checks.
W. K. takes K. B.

8.

B. K. Kt. to adversary's K. Kt. fourth square, and checks.

W. K. to his Kt. square.

9.

B. Q. takes K. Kt.

W. Q. P. one square.

10.

B. Q. to adversary's K. R. fourth square.

W. Q. to her K. second square, and then K.R.P. one square, &c.

There is no advantage on either side, says SALVIO. It appears to me to be slightly in favor of the Black.

Another OPENING.

1.

W. K. P. two squares.
B. Q. B. P. two squares.

2.

W. K. B. to its Q. B. fourth square.
B. Q. Kt. to its B. third square.

3.

W. Q. B. P. one square.
B. K. P. one square.

4.

W. K. Kt. to its B. third square.
B. Q. P. two squares.

5.

W. K. P. takes it.
B. K. P. takes K. P., &c.

The Black's moves are well calculated to foil an attacking player.

Another OPENING.

1.

B. Q. B. P. two squares.
W. The same.

2.

B. K. P. two squares.
W. The same.

3.

B. Q. Kt. to its B. third square.
W. The same.

4.

B. Q. P. one square.
W. The same.

5.

B. K. B. P. two squares.
W. The same.

This is a very uncommon Opening. The possibility of moving the Queen's Knight to the adversary's Queen's fourth square, whence it cannot be dislodged by any *pawn*, is a sufficient reason to consider this Opening as exceptionable.

Another OPENING.

1.

B. K. B. P. two squares.
W. The same.

2.

B. Q. P. two squares.
W. The same.

3.

B. K. Kt. to its B. third square.
W. The same.

4.

B. K. P. one square.
W. The same.

5.

B. Q. B. P. two squares.
W. The same.

The facility with which the King's Knight may be moved to the adversary's King's fourth square renders this Opening as exceptionable as the last.

A VERY SINGULAR POSITION,

Invented by SIGNOR PIETRO PETRONIO.

Situation of the White Pieces :

K. at adversary's Q. B. square.
Q. at her B. third square.
Q. R. at its third square.
K. R. at its fourth square.
K. Kt. at its K. square.
Q. Kt. at its Q. square.
K. B. at its R. third square.
Q. B. at its K. R. second square.
Q. Kt. P. at its Q. Kt. second square.

Black :

K. at his Q. R. square.
A Pawn at its Q. R. second square.
Do. at its Q. R. third square.
Do. at its Q. R. fourth square.
Do. at adversary's Q. R. fourth square.
Do. at its Q. B. second square.
Do. at its Q. B. third square.
Do. at its Q. B. fourth square.
Do. at adversary's Q. B. fourth square.

White engages to checkmate Black King with his Pawn in *fourteen* moves, without taking any of his adversary's pawns, or subjecting his pawn to capture, although it must pass through the ranks of his adversary's pawns. This Position is very similar to that which is generally called *Marshal Saxe's Problem*, and which is inserted in the *Stratagèmes des Echecs*.

The solution is as follows :

1.

W. K. Kt. to its Q. third square.
B. The Pawn is compelled to take it.

2.

W. Q. to her B. fourth square.
B. The Pawn to adversary's Q. second square.

3.

W. K. R. to its Q. fourth square.
B. The Pawn takes it.

4.

W. K. B. to its Kt. second square.
B. The Pawn to adversary's Q. third square.

5.

W. Q. B. to adversary's Q. third square.
B. The Pawn takes it.

6.

W. K. B. to adversary's Q. fourth square.
B. The Pawn takes it.

7.

W. Q. to adversary's Q. B. second square.
B. The Pawn to adversary's Q. fourth square.

8.

W. Q. to adversary's Q. second square.
B. The Pawn to its Q. fourth square.

9.

W. Q. R. to its second square.
B. The Pawn which is at the White Q. R. fourth square moves one square.

10.

W. The Pawn one square.
B. The Pawn at the Q. R. fourth square, one square.

11.

W. The Pawn one square.
B. The Pawn at the Q. R. third square, one square.

12.

W. The Pawn one square.
B. The Pawn at the Q. R. second square, one square.

13.

W. Q. to the adversary's Q. B. third square, and checks.

B. K. to his Q. R. second square.

14.

W. The Pawn one square, and checkmates.

2 A VERY REMARKABLE SITUATION,

Arranged by SALVIO.

White.

K. at his square.
Q. at adversary's K. third square.
K. R. at its square.
Q. R. at its Q. square.
Q. B. at its square.
Q. Kt. at its square.

K. P.
K. B. P.
K. Kt. P.
and
K. R. P.
} unmoved.

Black.

K. at his Kt. second square.

K. P. at its own square.

White must compel his adversary to checkmate him the first time that he moves his pawn.

1.

W. K. R. P. two squares.
B. K. to his B. square.

2.

W. K. R. P. one square.
B. K. to his Kt. second square.

3.

W. K. Kt. P. two squares.
B. K. to his B. square.

4.

W. K. Kt. P. one square.
B. K. to his Kt. second square.

5.

W. K. B. P. two squares.
B. K. to his B. square.

6.

W. K. B. P. one square.
B. K. to his Kt. second square.

7.

W. K. P. two squares.
B. K. to his B. square.

8.

W. K. P. one square.
B. K. to his Kt. second square.

9.

W. K. to his B. second square.
B. K. to his B. square.

10.

W. K. to his Kt. third square.
B. K. to his Kt. second square.

11.

W. K. to his Kt. fourth square.
B. K. to his B. square.

12.

W. K. R. to its fourth square.
B. K. to his Kt. second square.

13.

W. Q. B. to its K. B. fourth square.
B. K. to his B. square.

14.

W. K. Kt. P. to adversary's K. Kt. third square.
B. K. to his Kt. second square.

15.

W. K. to adversary's K. Kt. fourth square.
B. K. to his B. square.

16.

W. Q. to adversary's Q. B. square, and checks.
B. K. to his Kt. second square.

17.

W. Q. to adversary's Q. second square.
B. K. to his B., Kt., or R. square.

18.

W. K. P. to adversary's K. third square.

B. K. to his Kt. second square.

19.

W. Q. R. to its K. Kt. square.

B. K. to his Kt. square.

20.

W. Q. R. to its K. Kt. fourth square.

B. K. to its Kt. second square.

21.

W. Q. Kt. to its B. third square.

B. K. to his Kt. square.

22

W. Q. Kt. to its K. fourth square.

B. K. to his Kt. second square.

23

W. Q. to adversary's Q B. second square, *to gain the move.*

B. K. to his Kt. square.

24.

W. Q. to adversary's Q. B. square, and checks.

B. K. to his Kt. second square.

25.

W. Q. Kt. to adversary's K. B. third square.

B. The Pawn is compelled to take it, at the same time giving checkmate.

3 The following SITUATION occurred to two of SALVIO's friends.

Black.

K. at his Q. R. square.
Q. at her Kt. third square.
Q. R. at its Q. square.

Q. R. P. at its third square.
Q. Kt. P. unmoved.
K. P. at adversary's K. third square.

White.

K. at his adversary's K. B. fourth square.
Q. at adversary's K. square.
Q. R. at adversary's K. R. square.

Q. P. at adversary's Q. second square.

Black to move.

The game appears to be decidedly in favor of the White, but the player of the Black drew the game by a very skilful move;

1.

B. Q. to her Kt. fourth square, and checks.
W. K. to adversary's K. B. third square.

2.

B. Q. to her B. third square, and checks.
W. K. to adversary's K. second square.

3.

B. Q. takes Q. P., and checks.
W. Q. takes Q.

4.

B. Rook takes Rook.
W. Q. to her third square.

5.

B. Rook to its Q. B. square.
W. Q. takes K. P.

6.

B. Rook to its Q. B. third square, and easily draws the game.

This is a remarkably instructive and well played Situation: none but a finished player would take the pawn with his Queen.

4.

Another SITUATION.

White.

K. at adversary's Q. Kt. fourth square.
Q. R. P. at adversary's Q. R. second square.
Q. Kt. P. at adversary's Q. Kt. third square.
Q. B. P. at adversary's Q. B. fourth square.

Black.

K. at his Q. Kt. second square.
Q. R. at Q. B. square.

White won by the following moves:

1.

W. Q. B. P. one square, and checks.
B. Rook takes it.

2.

W. Q. R. P. becomes a Queen, and checks.
B. K. takes the Q.

3.

W. K. takes Rook.
B. K. to his Q. Kt. square.

4.

W. Q. Kt. P. one square.

B. K. to his Q. R. second square.

5.

W. K. to adversary's Q. B. second square, and of course will easily win.

SALVIO has unaccountably fallen into error by saying that Black might have drawn the game by playing as follows :

1.

W. Q. B. P. checks.

B. K. to his Q. R. square, *as Salvio directs.*

2.

W. Q. Kt. P. checks.

B. K. takes Q. R. P.; and, says SALVIO, draws the game, because White cannot take the Rook without stalemating his adversary: and if White, instead of checking with his Queen's Knight Pawn, were to move his King, Black would equally draw the game by taking Q. B. P. with Rook, as White could not take without giving a stalemate.

However, White may certainly win the game:

Ex.

1.

W. Q. B. P. checks.
B. K. to his Q. R. square.

2.

W. Q. Kt. P. checks.
B. K. takes Q. R. P.

3.

W. Q. Kt. P. takes Rook, becomes a Knight, and checks.
B. K. to his Q. Kt. square.

4.

W. K. to adversary's Q. Kt. third square.
B. K. takes Knight. or (*a*)

4.

(*a*) *W.* . . . . . .
B. K. to his Q. R. square.

5.

W. Knight to adversary's Q. R. second square.
B. K. to his Q. Kt. square.

6.

W. The Pawn checks.
B. K. to his Q. R. square.

7.

W. The Pawn becomes a Queen, or a Rook, and checkmates.

White may equally win by making a *Bishop* instead of a *Knight.*

5.

W. Q. B. P. to adversary's Q. B. second square.

B. K. to his Q. second square.

6.

W. K. to adversary's Q. Kt. second square, &c.

5

Another SITUATION.

White.

K. at adversary's K. B. fourth square.
Rook at adversary's Q. Kt. second square.
K. Kt. P. at adversary's K. Kt. third square.

Black.

K. at his Rook square.
K. B. at adversary's Q. R. square.

The White cannot win without sacrificing his pawn.

Ex.

1.

W. K. to adversary's K. Kt. fourth square.
B. Bishop to adversary's Q. fourth square.

2.

W. K. to adversary's K. R. third square.
B. Bishop to its Kt. second square, and checks.

3.

White cannot take on account of stalemate; he is therefore obliged to move his King,

and Black moves his Bishop to its King's fourth square, or to adversary's Queen's Rook square, &c. ; but White may win by giving away his pawn.

Ex.

1.

W. The Pawn moves one square, and checks.
B. The Bishop takes it. or *(a)*

1.

(a) W. . . . . . .
B. K. to his R. second square.

2.

W. R. to its Q. Kt. square.
B. Bishop takes pawn. (or *b)*

2.

(b) W. . . . . . .
B. Bishop to adversary's Q. fourth square, to prevent the Rook from moving to its Kt. square.

3.

W. Rook to its Q. Kt. fourth square.
B. If Black take the pawn, White will check on K. R. file, and win as in Variation *a;* and if Black, instead of taking the pawn, should move his Bishop to adversary's K. B. second square.

4.

W. Rook to its K. Kt. fourth square.
B. Is compelled to move his K. to his Kt. square.

5.

W. K. to adversary's K. Kt. third square.
B. Bishop to adversary's Q. fourth square.

6.

W. Must not take Bishop, but move his Rook to its K. fourth square.
B. Bishop is compelled to take the pawn.

2.

W. K. to adversary's K. Kt. third square.

B. Bishop to its square.

3.

W. Rook to adversary's Q. Kt. square.

B. K. to his Kt. square.

4.

W. Rook to adversary's Q. R. square.

B. K. to his R. square.

5.

W. Rook takes Bishop, and checkmates.

3.

W. Rook to its square, and checks.

B. If Bishop interpose, White moves his K. to adversary's K. B. third square, &c.; and if, instead of interposing, the Bishop Black play his K. to his Kt. square.

4.

W. K. to adversary's K. Kt. third square.

B. K. to his B. square.

5.

W. Rook to its K. B. square, and checks.

B. K. to his Kt. square.

6.

W. Rook to its Q. B. square, and wins easily.

7.

W. Rook to adversary's K. square, and checks.

B. Bishop interposes.

8.

W. Rook to adversary's Q., Q. B., Q. Kt., or Q. R. square.

B. K. to his R. square.

9.

W. Rook takes Bishop, and gives checkmate.

SITUATION.

White.

K. at adversary's Q. B. fourth square.

Q. Kt. P. at adversary's Q. Kt. third square.

Q. R. P. at adversary's Q. R. fourth square.

Black.

K. at his Q. Kt. second square.

Q. R. P. at its third square.

This game is drawn, the White being unable to win. SALVIO does not point out the Black's best moves; but they are not difficult to find out.

Ex.

1.

W. K. to adversary's Q. third square.

B. K. to his Q. Kt. square. or (*a*)

1.

(*a*) *W.* . . . . . .

B. K. to his Q. B. square.

2.

W. K. to adversary's Q. B. third square.

B. K. to his Q. Kt. square.

2.

W. K. to adversary's Q. B. third square.
B. K. to Q. B. square.

3.

W. Q. Kt. P. checks.
B. K. to his Q. Kt. square, &c.

3.

W. Q. Kt. P. one square.
B. K. to his Q. R. second square.

White cannot support the pawn without stalemating his adversary.

SITUATION.

White.

K. at adversary's Q. B. fourth square.
K. B. at its third square.

Q. Kt. P. at adversary's Q. Kt. third square.
Q. R. P. at adversary's Q. R. fourth square.

Black.

K. at his Q. R. square.

Q. Kt. P. at its own square.
Q. R. P. at its third square.

This also is a drawn game, as White never can take Queen's Knight Pawn without losing his Bishop, and the Situation will then be similar to the last.

If the White had a *Knight* instead of a *Bishop*, he might win, but only by the following method:

1.

W. K. to adversary's Q. third square.
B. K. to his Q. Kt. square.

2.

W. K. to adversary's Q. second square.
B. K. to his Q. R. square.

3.

W. Kt. to adversary's K. fourth square.
B. K. to his Q. Kt. square.

4.

W. K. to adversary's Q. square.
B. K. to Q. R. square.

5.

W. Kt. to adversary's Q. B. third square.
B. Q. Kt. P. is compelled to take the Kt.

6.

W. K. to adversary's Q. B. square, or second square.
B. Q. Kt. P. one square.

7.

W. Q. Kt. P. checks.
B. K. to his Q. R. second square.

8.

W. Q. Kt. P. becomes a Queen, and checkmates.

8

SITUATION.

White.

K. at adversary's Q. Kt. square.
Q. R. at its Q. B. square.
Q. Kt. P. at adversary's Q. Kt. second square.

Black.

K. at his Q. square.
Q. R. at adversary's Q. R. second square.

White has only one method of winning.

1.

W. Rook to adversary's Q. B. fourth square.
B. Rook to adversary's Q. R. square.

2.

W. Rook to adversary's Q. fourth square, and checks.
B. K. to his second square.

3.

W. K. to adversary's Q. B. second square.
B. Rook to adversary's Q. B. square, and checks.

4.

W. K. to adversary's Q. Kt. third square.

B. Rook to adversary's Q. Kt. square, and checks.

5.

W. Interposes his Rook, and, of course, wins the game.

9.

SITUATION.

Black.

K. at his Rook's second square.
Q. at her Kt. fourth square.
K. R. at its B. square.

K. Kt. P. at adversary's K. Kt. third square.
K. R. P. at adversary's K. R. third square.

White.

K. at his Rook's square.

Q. P. at adversary's Q. second square.

Black undertakes to checkmate in nine moves at most, under the stipulation of checking with one of his pawns, and checkmating the next move with the other: he engages also not to take the White pawn, even if it become a Queen.

1.

B. Q. to her B. third square, and checks.
W. K. to his Kt. square.

2.

B. Q. to her Kt. third square, and checks.
W. K. to his R. square.

3.

B. Q. to her own square.
W. K. to his Kt. square.

4.

B. Rook to adversary's K. B. second square.
W. K. to his R. square.

5.

B. K. to his R. third square.
W. K. to his Kt. square.

6.

B. Q. to adversary's K. R. fourth square.
W. The Pawn becomes a Queen. or (*a*)

6.

(*a*) *B.* . . . . . .
W. K. to his R. square.

7.

B. Q. to adversary's K. R. fourth square.
W. The P. pushes to Queen.

8.

B. K. Kt. P. checks.
W. K. to his Kt. square.

9.

B. K. R. P. gives checkmate.

7.

B. K. R. P. checks.

W. K. to his R. square.

8.

B. K. Kt. P. gives checkmate.

GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. Q. Kt. to its B. third square.

3.

W. K. B. to its Q. B. fourth square.
B. The same.

4.

W. K. to his Kt. square, and R. to its K. square.
B. K. Kt. to its B. third square.

5.

W. Q. B. P. one square.
B. K. Kt. to adversary's K. Kt. fourth square.

6.

W. Q. P. two squares.
B. K. P. takes it.

7.

W. Q. B. P. takes K. P.
B. Q. Kt. takes Q. B. P.

8.

W. K. Kt. takes Q. Kt.

B. Q. to adversary's K. R. fourth square.

9.

W. K. Kt. to its B. third square. or *(a)* or *(b)*

B. Q. takes K. B. P., and checks.

(a) At the *ninth* move, instead of moving K. Kt. to its B. third square, White may play as follows:

9.

W. K. R. P. one square.

B. Q. takes K. B. P., and checks.

10.

W. K. to his R. square.

B. K. B. takes K. Kt.

11.

W. K. R. to its B. square.

B. Q. P. two squares.

If he were to take the Kt. either with his Q. or R. P., he would be checkmated very speedily, particularly in the latter case; therefore

12.

W. K. P. takes Q. P.

B. K. castles, and will win the game.

(b) At the *ninth* move, instead of *K. Kt. to its B. third square,* or *K. R. P. one square,* White ought to move,

9.

W. Q. B. to its K. third square.

B. Q. takes K. R. P., and checks.

10.

W. K. to his R. square.

B. Q. to adversary's K. Kt. square, and checks.

11.

W. K. Kt. or K. R. takes Q.

B. K. Kt. to adversary's K. B. second square, and gives checkmate.

White at the *seventh* move, instead of taking K. P. with Q. B. P., may take K. B. P. with his K. B., giving check; and if Black take that Bishop, White ought to check with his K. Kt. on the adversary's K. Kt. fourth square, and afterwards take K. Kt. with his Queen. If Black should decline taking K. B., and, instead of it, should move his K. to his B. square, White must move his Q. B. to adversary's K. Kt. fourth square.

10.

W. K. to his B. square.

B. Q. to adversary's K. R. square, and checks.

11.

W. K. to his second square.

B. Q. takes K. Kt. P., and thus gains *three pawns* for his Q. Kt., beside having an advantageous situation.

At the *seventh* move, White may also play his K. R. P. one square; and, after the Black has retreated with his Kt., White may take K. P. with his Q. B. P.

At the *eleventh* move of Variation *(a)*, when Black plays his Q. P. two squares, White, instead of taking it, ought to move his K. B. to his K. second square, and Black would have a bad game; therefore Black's tenth move, "K.B. takes Q. Kt." is, in reality, exceptionable; he ought, instead of that move, to play his

Q. to adversary's K. Kt. third square.

11.

W. K. R. P. is obliged to take K. Kt.
B. K. B. takes K. Kt.

12.

W. Q. takes K. B. or (*a*)
B. Q. to adversary's K. R. fourth square, and checks.

12.

(a) W. Q. B. to its K. B. fourth square.
B. Q. to adversary's R. fourth square, and checks.

13.

W. K. to his Kt. square.

B. Q. takes K. R., giving check, and afterwards Q. B., &c.

13.

W. Q. B. covers the check.

B. K. B. to its K. fourth square.

14.

W. K. Kt. P. one square.

B. The Bishop takes it.

15.

W. K. R. to its K. second square.

B. Q. P. one square, and Black has four pawns for his adversary's Knight.

GAME.

1.

B. K. P. two squares.
W. The same.

2.

B. K. Kt. to its K. B. third square.
W. Q. Kt. to its Q. B. third square.

3.

B. K. B. to its Q. B. fourth square.
W. The same.

4.

B. K. to his Kt. square, and K. R. to its K. square.
W. K. Kt. to its K. B. third square.

5.

B. Q. B. P. one square.
W. K. to his Kt. square, and K. R. to its K. square.

6.

B. Q. P. two squares.
W. K. P. takes Q. P.

7.

B. K. P. one square.
W. K. Kt. to adversary's K. Kt. fourth square.

GAME.

1.

B. K. P. two squares.
W. The same.

2.

B. K. Kt. to its B. third square.
W. Q. Kt. to its B. third square.

3.

B. K. B. to its Q. B. fourth square.
W. The same.

4.

B. K. to his Kt. square, and R. to its K. square.
W. K. Kt. to its B. third square.

5.

B. Q. B. P. one square.
W. K. to his Kt. square, and R. to its K. square.

6.

B. Q. P. two squares.
W. K. P. takes Q. P. or *(a)*

6.

(a) B. . . . . . .
W. K. B. to its Q. Kt. third square.

7.

B. K. P. one square.

W. K. Kt. to adversary's K. Kt. fourth square. or *(b)*

8.

B. Q. B. to adversary's K. Kt. fourth square.

W. K. Kt. takes K. B. P., &c.

7.

B. Q. P. takes K. P. or *(d)*

W. Q. Kt. takes Q. P.

(d) *B.* Q. P. one square.

W. Q. Kt. to its square.

7.

(b) *B.* . . . . .

W. Q. P. two squares.

8.

B. K. B. to adversary's Q. Kt. fourth square, and Black will recover his Pawn with a better situation.

GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. to its Q. B. fourth square.
B. The same.

3.

W. Q. to her K. second square.
B. K. Kt. to its B. third square.

4.

W. K. B. takes K. B. P., and checks.
B. K. takes the B.

5.

W. Q. to her B. fourth square, and checks.
B. Q. P. two squares.

6.

W. Q. takes K. B.
B. K. Kt. takes K. P.

7.

W. Q. to K. third square.
B. K. Kt. to its B. third square, &c. The Black has a very good game.

GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. Q. Kt. to its B. third square.

3

W. K. B. to its Q. B. fourth square.
B. K. Kt. to its B. third square.

4.

W. K. Kt. to adversary's K. Kt. fourth square.
B. Q. P. two squares.

5.

W. K. P. takes Q. P.
B. K. Kt. takes K. P.

6.

W. K. Kt. takes K. B. P.
B. K. takes Kt.

7.

W. Q. to her K. B. third square, and checks.
B. K. to his third square.

8.

W. Q. Kt. to its B. third square.
B. Q. Kt. to its K. second square.

9.

W. K. to his R. square, and R. to its K. square.
B. Q. B. P. one square.

10.

W. Q. P. two squares.
B. K. to his Q. third square.

11.

W. Q. Kt. takes K. Kt.
B. K. Kt. takes Q. Kt.

12.

W. K. B. takes Kt.
B. Q. B. P. takes K. B.

13.

W. K. R. takes K. P., and White will win the game easier than if he take K. P. with his Q. P., giving check.

FIRST VARIATION of this GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. *K. Kt. to its B. third square.*
B. *Q. Kt. to its B. third square.*

3.

W. *K. B. to its Q. B. fourth square.*
B. *K. Kt. to its B. third square.*

4.

W. *K. Kt. to adversary's K. Kt. fourth square.*
B. *Q. P. two squares.*

5.

W. *K. P. takes Q. P.*
B. Q. Kt. to its R. fourth square.

6.

W. K. B. to adversary's Q. Kt. fourth square, and checks.
B. Q. B. to its Q. second square.

7.

W. Q. to her K. second square, and White will have the best of the game.

SECOND VARIATION of this GAME.

1.

W. *K. P. two squares.*
B. *The same.*

2.

W. *K. Kt. to its B. third square.*
B. *Q. Kt. to its B. third square.*

3.

W. *K. B. to its Q. B. fourth square.*
B. *K. Kt. to its B. third square.*

4.

W. *K. Kt. to adversary's K. Kt. fourth square.*
B. *Q. P. two squares.*

5.

W. *K. P. takes Q. P.*
B. *K. Kt. takes K. P.*

6.

W. *K. Kt. takes K. B. P.*
B. *K. takes Kt.*

7.

W. *Q. to her K. B. third square, and checks.*
B. *K. to his third square.*

8.

W. *Q. Kt. to its B. third square.*
B. Q. Kt. to adversary's Q. Kt. fourth square.

9.

W. K. to his Kt. square, and R. to its K. square.
B. Q. B. P. one square.

10.

W. K. B. to its Q. Kt. third square, and then Q. R. P. one square, &c.

THIRD VARIATION of this GAME.

1.

W. *K. P. two squares.*
B. *The same.*

2.

W. *K. Kt. to its B. third square.*
B. *Q. Kt. to its B. third square.*

3.

W. *K. B. to its Q. B. fourth square.*
B. *K. Kt. to its B. third square.*

4.

W. *K. Kt. to adversary's K. Kt. fourth square.*
B. *Q. P. two squares.*

5.

W. *K. P. takes Q. P.*
B. *K. Kt. takes K. P.*

6.

W. *K. Kt. takes K. B. P.*
B. *K. takes Kt.*

7.

W. *Q. to her K. B. third square, and checks.*
B *K. to his third square.*

8.

W. *Q. Kt. to its B. third square.*
B. *Q. Kt. to its K. second square.*

9.

W. *K. to his R. square, and R. to its K. square.*
B. *Q. B. P. one square.*

10.

W. *Q. P. two squares.*
B. *K. to his Q. third square.*

11.

W. *Q. Kt. takes K. Kt.*
B. Q. B. P. takes Q. Kt.

12.

W. Q. P. takes K. P., and checks.
B. K. to his Q. B. third square. or *(a)*

11.

(a) W. . . . . . .
B. K. to his Q. B. second square.

12.

W. K. P. one square.
B. Q. P. takes K. B.

13.

W. Q. B. to its K. B. fourth square, and checks.
B. K. to his Q. Kt. third square.

14.

W. Q. R. to its Q. square.
B. Q. to K. square.

13.

W. Q. to her B. third square.
B. Q. P. takes K. B. or (*b*)

14.

W. Q. takes the P., and checks.
B. Must lose.

SALVIO does not continue this game.—The following moves appear calculated to win it speedily:

15.

W. Q. to her K. third square, and checks.
B. K. to his Q. B. third square.

16.

W. Q. R. to adversary's Q. third square, and checks.
B. K. to his Q. B. second square. (*c*)

13.

(*b*) *W.* . . . . . .
B. Q. P. one square.

14.

W. Q. checks at her K. B. third square, or retires to her Kt. third square.

(*c*) If he should move his King to his Q. Kt. fourth square, you must move your Queen to his K. fourth square, and he cannot avoid being checkmated.

17.

W. Q. to adversary's Q. B. fourth square, and checks.

B. Kt. interposes.

18.

W. Q. R. to adversary's Q. second square, and checkmates.

GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. Q. Kt. to its B. third square.

3.

W. K. Kt. to its B. third square.
B. K. B. to its Q. B. fourth square.

4.

W. K. B. P. takes K. P.
B. Q. Kt. takes K. B. P.

5.

W. K. Kt. takes Q. Kt.
B. Q. to adversary's K. R. fourth square, and checks.

6.

W. K. Kt. P. one square.
B. Q. takes K. P., and checks.

7.

W. Q. to her K. second square.
B. Q. takes K. R.

8.

W. K. Kt. to adversary's K. Kt. third square, and checks with the Q.

B. K. Kt. to its K. second square.

9.

W. K. Kt. takes K. R.

B. Q. P. one square.

10.

W. Q. to adversary's K. R. fourth square, being the best he can do.

B. Q. to adversary's K. fourth square, and checks. By this move Black protects his K. R. P., and will ultimately recover the piece, by moving the Q. to her K. B. fourth square.

GAME.

1.

B. K. P. two squares.
W. The same.

2.

B. K. B. to its Q. B. fourth square.
W. The same.

3.

B. K. Kt. to its B. third square.
W. Q. P. one square.

4.

B. Q. P. one square.
W. K. Kt. to B. third square.

5.

B. Q. B. P. one square.
W. Q. to K. second square.

6.

B. Q. Kt. P. two squares.
W. K. B. to its Q. Kt. third square.

7.

B. Q. R. P. two squares.
W. K. Kt. to adversary's K. Kt. fourth square.

8.

B. K. castles.
W. Q. R. P. one square.

9.

B. K. R. P. one square.
W. K. R. P. two squares.

10.

B. K. R. P. takes K. Kt.
W. K. R. P. takes K. R. P.

11.

B. K. Kt. to adversary's K. Kt. fourth square.
W. Q. to her K. B. third square.

12.

B. K. B. takes K. B. P., and checks.
W. K. to his second square, and afterwards Q. to her K. R. third square.

If at the tenth move, instead of K. Kt. to adversary's K. Kt. fourth square, White were to move Q. B. to adversary's K. Kt. fourth square, Black would recover the advantage he had lost by pushing the K. B. P. one square.

At the eleventh move, if White were to take K. B. P. with the Kt. instead of taking it with the B., Black would move his K. R. to adversary's K. R. square, and check, then check

again with the Q. on the adversary's K. R. fourth square; and, K. R. P. being pushed in the line of the K. Kt., would decide the game in favor of the Black.

SALVIO here leaves off, and says that the White will win. He appears to be correct in his assertion; but the game is, nevertheless, difficult.

GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. to its Q. B. fourth square.
B. The same.

3.

W. Q. to her K. second square.
B. Q. Kt. to its B. third square. (*a*)

4.

W. Q. B. P. one square.
B. Q. P. one square.

5.

W. Q. P. one square.
B. Q. to her K. second square.

6.

W. K. B. P. two squares. (*b*)
B. Q. B. to its Q. second square.

(*a*) Q. moved to her K. second square would be preferable, as demonstrated in the following Variation, beginning at the fourth move of the White.

(*b*) If the White's Queen were not at her K. second square, Black might take K. Kt. with the K. B., and push K. R. P. two squares on the next move.

7.

W. K. Kt. to its B. third square.

B. K. to his Q. Kt. square, and R. to its K. square.

8.

W. K. B. P. one square.

B. K. Kt. P. one square.

9.

W. K. Kt. P. two squares.

B. K. R. P. two squares.

10.

W. K. Kt. to adversary's K. Kt. fourth square.

B. K. Kt. to its R. third square.

11.

W. K. R. P. one square.

B. K. B. P. one square.

12.

W. K. Kt. to adversary's K. third square.

VARIATION of this GAME.

1.

W. *K. P. two squares.*

B. *The same.*

2.

W. *K. B. to its Q. B. fourth square.*
B. *The same.*

3.

W. *Q. to her K. second square.*
B. *Q. Kt. to its B. third square.*

4.

W. K. B. takes K. B. P., and checks.
B. K. takes K. B.

5.

W. Q. to her B. fourth square, and checks.
B. K. to his square.

6.

W. Q. takes K. B., and wins a Pawn.

GAME.

1.

W. K. P. two squares.

B. The same.

2.

W. K. B. to its Q. B. fourth square.

B. The same.

3.

W. Q. B. P. one square.

B. The same. (*a*)

4.

W. Q. to her K. second square. (*b*)

B. K. Kt. to its K. second square. (*c*)

(*a*) This is a highly exceptionable move; instead of it, the Queen ought to be moved to her K. second square.

(*b*) SALVIO has not directed the White to avail himself of his adversary's error: White may play much better, ex. gr.

4.

W. Q. P. two squares (instead of Q. to K. second square).

B. K. P. takes Q. P.

5.

W. K. B. takes K. B. P., and checks.

B. K. takes K. B.

6.

W. Q. to adversary's K. R. fourth square, giving check.

B. K. Kt. P. one square.

7.

W. Q. takes K. B., and White has a much better game.

(*c*) This is also a bad move, though it should seem that

5.

W. Q. P. one square.
B. The same.

6.

W. K. B. P. two squares.
B. K. P. takes P.

7.

W. Q. B. takes K. P.
B. K. Kt. to its third square.

8.

W. Q. B. retires to its K. third square.
B. K. B. takes K. B.

9.

W. Q. takes B.
B. K. Castles.

SALVIO knew not how to profit by this mistake. White ought to move as follows:

5.

W. K. B. takes K. B. P., and checks.
B. K. takes K. B.

6.

W. Q. to her B. fourth square, and checks.
B. Q. P. two squares.

7.

W. Q. takes K. B.
B. Q. P. takes K. P.

8.

W Q. takes K. P., and White ought to win the game.

10.

W. K. Kt. to its B. third square.

B. Q. B. to its K. third square, and Black has a very good game, says SALVIO; but the superiority of the Black's position is certainly not obvious, and the White's pieces appear to be equally well situated.

GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. to its Q. B. fourth square.
B. The same.

3.

W. Q. to her K. second square.
B. K. Kt. to its B. third square.

4.

W. Q. B. P. one square.
B. K. to his Kt. square, and R. to its K. square.

5.

W. Q. P. one square.
B. Q. B. P. one square.

6.

W. Q. B. to adversary's K. Kt. fourth square.
B. Q. P. two squares.

7.

W. K. B. to its Q. Kt. third square.
B. Q. P. takes K. P.

8.

W. Q. P. takes Q. P.

Both games appear equally well opened; but White ought certainly to take Q. P. with K. P., instead of retiring K. B. to Q. Kt. third square. (Move 7.)

GAME.

1.

B. K. P. two squares.
W. The same.

2.

B. K. B. to its Q. B. fourth square.
W. The same.

3.

B. K. Kt. to its B. third square.
W. The same.

4.

B. K. Kt. takes K. P.
W. Q. P. two squares.

5.

B. K. P. takes Q. P.
W. K. to his Kt. square, and R. to its K. square.

6.

B. K. to his Kt. square, and R. to its K. square. or *(a)*
W. K. B. takes K. B. P., and checks.

(a) If, instead of castling, Black should move his Q. P. second square, White ought to play in the following manner:

7.

B. K. takes K. B.
W. K. R. takes K. Kt.

8.

B. K. R. retakes R.
W. K. Kt. to adversary's K. Kt. fourth square, and checks.

9.

B. K. to his Kt. square.
W. K. Kt. takes K. R., &c.

The three last moves of the White are skilful, and SALVIO seems to have inserted this Game merely to introduce them: nevertheless, the Black has the better game, for he has seven pawns to six, and his situation is not inferior. After the White has taken the King's Rook (Move 9), Black ought to move his Q. to her K. second square.

6.

W. K. B. takes Q. P.

7.

B. Q. takes B.
W. Q. Kt. to its B. third square, which forces Kt. and Pawn, and gives White a superior situation.

GAME.

1.

B. K. P. two squares.
W. The same.

2.

B. K. Kt. to its B. third square.
W. K. B. to its Q. B. fourth square.

3.

B. Kt. takes K. P.
W. Q. to her K. second square.

4.

B. Q. P. two squares.
W. K. B. to adversary's Q. Kt. fourth square, and checks.

5.

B. Q. B. P. one square.
W. K. B. to its Q. R. fourth square.

6.

B. K. B. P. one square.
W. K. B. P. one square.

7.

B. K. Kt. to its Q. B. fourth square, and Black will remain with a pawn more.

VARIATION of this GAME,

Beginning at the fourth move of the White.

1.

B. *K. P. two squares.*
W. *The same.*

2.

B. *K. Kt. to its B. third square.*
W. *K. B. to its Q. B. fourth square.*

3.

B. *Kt. takes K. P.*
W. *Q. to her K. second square.*

4.

B. *Q. P. two squares.*
W. Q. P. one square.

5.

B. Q. P. takes K. B.
W. Q. takes K. Kt.

6.

B. Q. P. takes Q. P.
W. Q. takes K. P., and checks.

7.

B. Q. B. to its K. third square.
W. Q. B. P. takes P.

8.

B. Q. takes Q. B. P.
W. Q. takes Q. B. P., and the game will be equal.

Another VARIATION of this GAME,

Beginning at the fourth move of the White.

1.

B. *K. P. two squares.*
W. *The same.*

2.

B. *K. Kt. to its B. third square.*
W. *K. B. to its Q. B. fourth square.*

3.

B. *Kt. takes K. P.*
W. *Q. to her K. second square.*

4.

B. *Q. P. two squares.*
W. K. B. to its Q. third square.

5.

B. K. B. P. two squares.
W. K. B. P. one square.

6.

B. K. Kt. to its Q. B. fourth square.

W. Q. takes K. P., and checks.

7.

B. K. to his B. second square.

W. K. B. takes K. B. P.

8.

B. Q. Kt. to its B. third square.

W. Q. to her K. B. fourth square.

9.

B. K. B. to its Q. third square.

W. Q. to her K. Kt. fourth square.

10.

B. R. to its K. square, giving check, and Black has a better game, as his pieces are very advantageously posted.

If Black were to check (at the 6th move) with the Queen, instead of retiring K. Kt. to its Q. B. fourth square, White would gain a piece by interposing with the K. Kt. P.

GAME.

1.

B. K. P. two squares.
W. The same.

2.

B. K. Kt. to its B. third square.
W. Q. Kt. to its B. third square.

3.

B. K. B. to adversary's Q. Kt. fourth square.
W. K. B. to its Q. B. fourth square. (DAMIANO directs White to move Q. P. one square, in order to support the K. P.; but LOPEZ is of opinion that K. B. to its Q. B. fourth square is a better move. (*Note by* SALVIO.)—The Editor coincides in opinion with LOPEZ.

4.

B. K. B. takes Q. Kt.
W. Q. P. takes B.

5.

B. K. Kt. takes K. P.
W. K. B. takes K. B. P., and checks.

6.

B. K. takes K. B.

W. Q. to adversary's Q. fourth square, and checks.

7.

B. K. to his own square.

W. Q. takes K. Kt., and White has a good game.

GAME.

1.

W. K. P. two squares.
B. K. P. one square.

2.

W. Q. P. two squares.
B. Q. B. P. one square.

3.

W. K. B. to its Q. third square.
B. K. B. to its K. second square.

4.

W. K. Kt. to its B. third square.
B. The same.

5.

W. K. R. P. two squares.
B. K. to his Kt. square, and R. to its K. square.

6.

W. K. P. one square.
B. K. Kt. to its Q. fourth square.

7.

W. K. B. takes K. R. P., and checks.
B. K. takes B.

8.

W. K. Kt. to adversary's K. Kt. fourth square, and checks.

B. K. B. takes K. Kt. or (*a*)

9.

W. K. R. P. takes B., and checks with K. R.

B. K. to his Kt. third square. or (*b*)

(*a*) At the eighth move, instead of taking K. Kt. with K. B., Black may play the following moves:

8.

B. K. to his Kt. third square. or (*)

9.

W. K. R. P. one square, and checks.

B. Cannot avoid being checkmated.

8.

(*) *B.* K. to his Kt. square.

9.

W. Q. to adversary's K. R. fourth square.

B. K. B. takes K. Kt.

10.

W. K. R. P. takes B.

9.

(*b*) *B.* K. to his Kt. square.

10.

W. Q. to adversary's K. R. fourth square, and checks.

B. K. to his B. fourth square.

11.

W. Q. to her K. R. third square, and checks.

B. K. to his Kt. third square, or to adversary's K. fourth square, and cannot avoid checkmate the ensuing move.

The moves of the White are remarkably skilful, and the attack exceedingly well conducted.

10.

W. Q. to adversary's K. R. fourth square.

B. K. B. P. one square.

11.

W. Q. to adversary's K. R. square, and checks.

B. K. to his B. second square.

12.

W. P. one square, to adversary's K. Kt. third square, and checks.

B. K. takes P., or retires to his second square; in either of which cases he may be immediately checkmated.

GAME.

1.

W. K. P. two squares.
B. K. P. one square.

2.

W. Q. B. P. one square.
B. The same.

3.

W. Q. P. two squares.
B. K. B. to its K. second square.

4.

W. K. B. to its Q. third square.
B. K. Kt. to its B. third square.

5.

W. K. Kt. to its B. third square.
B. K. to his Kt. square, and R. to its K. square.

6.

W. K. R. P. two squares.
B. Q. P. two squares.

7.

W. K. P. one square.
B. K. Kt. to adversary's K. fourth square.

8.

W. Q. to her K. second square.
B. K. B. P. two squares.

9.

W. K. Kt. P. one square.
B. Q. B. P. one square.

10.

W. K. R. to its Kt. square.
B. Q. B. P. one square.

11.

W. K. B. to its Q. B. second square.
B. Q. Kt. to its B. third square.

12.

W. K. Kt. to its R. second square.
B. Q. B. to its Q. second square.

13.

W. K. B. P. one square.
B. K. Kt. takes K. Kt. P.

14.

W. K. R. takes K. Kt.
B. K. B. takes K. R. P.

15.

W. Q. to her K. B. second square.
B. K. B. takes K. R.

16.

W. Q. takes K. B., and must win the game.

GAME.

1.

W. K. P. two squares.
B. Q. P. two squares.

2.

W. K. P. one square.
B. Q. P. one square.

3.

W. K. B. P. two squares.
B. Q. B. P. two squares.

4.

W. K. Kt. to its B. third square.
B. Q. Kt. to its B. third square.

5.

W. Q. P. one square.
B. K. P. one square.

6.

W. K. B. to its K. second square.
B. Q. Kt. P. one square.

7.

W. K. Kt. to adversary's K. Kt. fourth square.
B. Q. B. to its Kt. second square.

8.

W. K. B. to its third square.
B. Q. to her second square.

9.

W. K. to his R. square, and R. to its B. square.
B. K. R. P. one square.

10.

W. K. Kt. to its R. third square.
B. K. Kt. P. one square.

11.

W. Q. B. P. one square.
B. K. to his Q. Kt. or B. square, and R. to its Q. square.

This Game appears to be exceedingly ill played.

GAME.

1.

W. K. P. two squares.
B. Q. P. two squares.

2

W. K. P. one square.
B. Q. P. one square.

3

W. K. B. P. two squares.
B. Q. B. P. two squares.

4.

W. K. Kt. to its B. third square.
B. Q. Kt. to its B. third square.

5.

W. Q. P. one square.
B. K. P. one square.

6.

W. Q. Kt. to its Q. second square.
B. K. B. P. two squares. or *(a)*

(a) Instead of pushing K. B. P. two squares, Black may play the following moves:

6.

B. Q. to her B. second square.

7.

W. K. Kt. to adversary's K. Kt. fourth square.

B. K. Kt. P. one square.

8.

W. K. R. P. two squares.

B. K. R. P. one square.

9.

W. Kt. retires.

B. K. R. P. one square.

7.

W. Q. Kt. to its K. fourth square.

B. K. B. P. two squares. (*)

8.

W. Q. Kt. to its K. Kt. third square, and both games are equally good.

(*) According to the present system, this pawn ought to be taken *en passant*.

GAME.

1.

W. K. P. two squares.
B. Q. P. two squares.

2.

W. K. P. one square.
B. Q. P. one square.

3.

W. K. B. P. two squares.
B. Q. B. P. two squares.

4.

W. K. B. to its Q. B. fourth square.
B. K. P. one square.

5.

W. K. Kt. to its B. third square.
B. Q. Kt. to its B. third square.

6.

W. Q. R. P. one square. or *(a)*
B. K. R. P. one square.

6.

(a) *W.* K. Kt. to adversary's K. Kt. fourth square.
B. K. R. P. one square.

7.

W. Q. to adversary's K. R. fourth square.
B. K. Kt. P. one square.

7.

W. Q. P. one square.

B. Q. to her B. second square.

8.

W. Q. Kt. to its Q. second square.

B. Q. B. to its Q. second square.

9.

W. Q. Kt. to its K. fourth square.

B. K. to Q. R. square, and R. to Q. B. square, and both games are equally good.

8.

W. Q. to her K. R. third square.

B. K. B. to its K. second square.

9.

W. K. Kt. to its K. fourth square.

B. K. B. P. two squares.

GAME.

1.

W. K. P. two squares.
B. Q. P. two squares.

2.

W. K. P. takes Q. P.
B. Q. takes P.

3.

W. K. Kt. to its K. second square.
B. Q. B. to its K. B. fourth square.

4.

W. Q. Kt. to its B. third square.
B. Q. to her second square.

5.

W. Q. P. two squares.
B. K. P. one square.

6.

W. K. Kt. to its third square.
B. Q. B. to its K. Kt. third square.

7.

W. K. B. to its Q. B. fourth square.
B. K. Kt. to its B. third square.

8.

W. K. to his Kt. square, and R. to its K. square.

B. K. B. to its K. second square.

9.

W. Q. P. one square.

B. K. P. takes Q. P.

10.

W. Q. Kt. takes K. P. *(a)*

B. K. to his R. square, and R. to its K. square.

11.

W. Q. B. to its K. B. fourth square.

B. Q. Kt. to its R. third square.

12.

W. Q. Kt. takes K. B., and checks.

B. K. R. takes Q. Kt.

13.

W. K. R. takes R.

B. Q. takes R., &c.

The moves of the Black are certainly ill played, and the Game, upon the whole, is badly opened.

(a) If White take K. P. with the Bishop, Black will force an exchange of Queens, by pushing Q. B. P., and have a good game.

THE KING'S GAMBIT.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. P. takes P.

3.

W. K. Kt. to its B. third square.
B. K. Kt. P. two squares.

4.

W. K. B. to its Q. B. fourth square.
B. K. Kt. P. one square.

5.

W. K. Kt. to adversary's K. fourth square.
B. Q. to adversary's K. R. fourth square, and checks.

6.

W. K. to his B. square.
B. K. Kt. to its R. third square.

7.

W. Q. P. two squares.
B. P. one square to adversary's K. B. third square.

8.

W. K. Kt. P. takes P.
B. Q. to adversary's K. R. third square, and checks.

9.

W. K. to his B. second square.
B. Q. P. one square.

10.

W. Q. B. takes K. Kt.
B. Q. P. takes K. Kt.

11.

W. Q. B. takes K. B.
B. R. takes B.

12.

W. Q. P. takes K. P.
B. Q. takes K. B. P., and checks.

13.

W. Q. takes Q.
B. K. Kt. P. takes Q.

14.

W. K. takes P.
B. K. B. P. two squares.

VARIATION of this GAME,

Beginning at the eighth move of the White.

1.

W. *K. P. two squares.*
B. *The same.*

2.

W. *K. B. P. two squares.*
B. *P. takes P.*

3.

W. *K. Kt. to its B. third square.*
B. *K. Kt. P. two squares.*

4.

W. *K. B. to its Q. B. fourth square.*
B. *K. Kt. P. one square.*

5.

W. *K. Kt. to adversary's K. fourth square.*
B. *Q. to adversary's K. R. fourth square, and checks.*

6.

W. *K. to his B. square.*
B. *K. Kt. to its R. third square.*

7.

W. *Q. P. two squares.*
B. *P. one square to adversary's K. B. third square.*

8.

W. K. Kt. P. one square.
B. Q. to adversary's K. R. third square, and checks.

9.

W. K. to his B. second square.

B. Q. to adversary's K. Kt. second square, and checks.

10.

W. K. to his third square.

B. K. B. P. one square. (*a*)

10.

(*a*) *W.* . . . . . .

B. Q. P. one square.

11.

W. K. B. to its square.

B. Q. takes R.

12.

W. K. B. to adversary's Q. Kt. fourth square, and checks.

B. Q. B. P. interposes.

13.

W. B. takes P., and checks.

B. Q. Kt. P. takes B.

14.

W. Q. takes Q., &c.

B. Although the Black has lost his Queen, he has, in my opinion, a good game; for, by taking the K. Kt. with his Q. P., he gets *three* pieces for her.

11.

W. K. Kt. to its Q. third square.
B. K. Kt. to its B. second square.

12.

W. Kt. to its K. B. fourth square.
B. K. B. to its R. third square.

SECOND GAMBIT.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes P.

3.

W. K. Kt. to its B. third square.
B. K. Kt. P. two squares.

4.

W. K. B. to its Q. B. fourth square.
B. K. Kt. P. one square.

5.

W. K. Kt. to adversary's K. fourth square.
B. Q. to adversary's K. R. fourth square, and checks.

6.

W. K. to his B. square.
B. K. Kt. to its R. third square.

7.

W. Q. P. two squares.
B. Q. P. one square.

8.

W. K. Kt. to its Q. third square.

B. P. one square to adversary's K. B. third square.

9.

W. K. Kt. P. one square.

B. Q. to her K. second square.

If, instead of retiring the Q. to her K. second square, Black were to move his Q. to the adversary's K. R. third square, giving check, White should retire his K. to his own square; and then, if Black should move his Q. to adversary's K. Kt. second square, White must move his K. Kt. to its B. second square, and afterwards his K. B. to its own square, thus forcing the Queen.

THIRD GAMBIT.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. P. takes P.

3.

W. K. Kt. to its B. third square.
B. K. Kt. P. two squares.

4.

W. K. R. P. two squares.
B. K. Kt. P. one square.

5.

W. K. Kt. to adversary's K. fourth square.
B. K. R. P. two squares. or *(a)*

(a) If at the fifth move, instead of pushing K.R.P. two squares, Black were to move the Q. to her K. second square, White must not take K. Kt. P. with his Kt., because Black would have a better game by pushing Q. P. or K. B. P. two squares; but White must move his Q. P. two squares, and, if Black should then push his Q. P. one square, White may take K. Kt. P. with his Kt. without any danger.

6.

W. K. B. to its Q. B. fourth square.

B. K. Kt. to its R. third square.

7.

W. Q. P. two squares.

B. Q. to her K. B. third square.

8.

W. Q. Kt. to its B. third square.

B. Q. B. P. one square.

9.

W. K. B. to its Kt. third square, or its Q. third square.

B. Q. P. one square, and Black has the best of the Game.

FOURTH GAMBIT.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes P.

3.

W. K. B. to its Q. B. fourth square.
B. K. B. P. two squares.

4.

W. K. P. takes K. B. P., or pushes K. P. or (*a*)
B. Q. to adversary's K. R. fourth square, and checks.

4.

(*a*) *W.* K. B. takes K. Kt.
B. Q. to adversary's K. R. fourth square, and checks.

5.

W. K. to his B. square.
B. R. takes B.

6.

W. K. Kt. to its B. third square, or K. P. takes K. B. P.
B. Q. to her K. B. third square, and Black will by this move preserve the advantage of a pawn.

5.

W. K. to his B. square.

B. K. P. one square to adversary's K. B. third square.

6.

W. K. B. takes K. Kt.

B. K. P. takes K. Kt. P., and checks.

7.

W. K. takes P.

B. K. R. takes B., and Black has a much better game than his adversary.

VARIATION of this GAME,

Beginning at the fourth move of the White.

1.

W. *K. P. two squares.*

B. *The same.*

2.

W. *K. B. P. two squares.*

B. *K. P. takes P.*

If White should take K. B. P. with K. P., SALVIO's assertion appears to be incorrect; as in that case, after Black has moved his Q. to his K. B. third square, White may check with his Queen, and then take his Rook's Pawn; thus not only gaining a pawn, but materially improving his situation.

3.

W. *K. B. to its Q. B. fourth square.*
B. *K. B. P. two squares.*

4.

W. Q. to her K. second square.
B. K. B. P. takes K. P.

5.

W. Q. takes P., and checks. *(a)*
B. Q. interposes.

6.

W. Q. takes Q.
B. K. Kt. takes Q.

(a) This move is, perhaps, an instance of greater carelessness in SALVIO than is to be found in any other part of his treatise; and it is astonishing that so excellent a player should have overlooked the move which the White ought to play: instead of taking K. B. P. and checking, White should move,

5.

W. Q. to adversary's K. R. fourth square, and checks.
B. is obliged to move K. Kt. P. one square.

6.

W. Q. to adversary's K. fourth square, checking, and attacking K. R.
B. Must lose K. R., &c.

7.

W. Q. P. two squares.
B. K. Kt. to its third square.

8.

W. K. B. to its Q. third square.
B. Q. Kt. to its B. third square.

9.

W. Q. B. P. one square. or (*b*)
B. Q. Kt. to its K. second square.

9.

(*b*) *W.* K. B. takes K. Kt.
B. K. R. P. takes K. B.

10.

W. Q. B. P. one square.
B. K. B. to its Q. third square.

11.

W. K. Kt. to B. third square.
B. Q. Kt. to K. second square, &c.

FIFTH GAMBIT.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. Q. to adversary's K. R. fourth square, and checks.

3.

W. K. Kt. P. one square.
B. Q. to her K. second square.

4.

W. K. B. P. takes K. P.
B. Q. takes P.

5.

W. K. Kt. to its B. third square. or (*a*)
B. Q. takes K. P., and checks.

(*a*) Instead of moving K. Kt. to its B. third square, White may play as follows:

5.

W. Q. Kt. to its B. third square.
B. Q. B. P. one square.

6.

W. K. to his B. second square.

B. K. B. to its Q. B. fourth square, and checks. or (*b*)

7.

W. Q. P. two squares.

B. K. B. to its Q. Kt. third square.

8.

W. K. B. to its Q. B. fourth square.

B. K. Kt. to its K. second square.

6.

W. K. Kt. to its B. third square.

B. Q. to her K. second square.

7.

W. Q. P. two squares.

B. The same.

8.

W. K. P. one square, &c. White has by much the better game of the two.

6.

(*b*) *B.* K. B. to its K. second square.

7.

W. Q. P. two squares.

B. K. Kt. to its B. third square.

8.

W. K. B. to its Q. B. fourth square.

B. Q. P. two squares, &c.

9.

W. K. B. takes K. B. P., and checks.

B. Cannot take the Bishop, and the White has therefore the better game.

The *fifth* and *sixth* moves of the White are exceedingly skilful. In the variations of the King's Gambit, the attacking player may frequently improve his situation by allowing his King's pawn to be taken by the Queen.

KING'S GAMBIT.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes it.

3.

W. K. Kt. to its B. third square.
B. K. Kt. P. two squares.

4.

W. K. B. to its Q. B. fourth square.
B. K. B. to its Kt. second square.

5.

W. K. R. P. two squares.
B. K. R. P. one square.

6.

W. K. R. P. takes K. Kt. P.
B. K. R. P. takes P.

7.

W. R. takes R.
B. B. takes R.

8.

W. K. Kt. to its R. second square.
B. Q. to her K. second square.

9.

W. Q. to adversary's K. R. fourth square.
B. K. B. to its Kt. second square.

10.

W. Q. Kt. to its B. third square.
B. Q. B. P. one square.

11.

W. K. Kt. to its B. third square.
B. K. B. to its R. third square.

QUEEN'S GAMBIT.

1.

W. Q. P. two squares.
B. The same.

2.

W. Q. B. P. two squares.
B. Q. P. takes Q. B. P.

3.

W. K. P. two squares.
B. Q. Kt. P. two squares.

4.

W. Q. R. P. two squares.
B. Q. B. P. one square.

5.

W. Q. R. P. takes Q. Kt. P.
B. Q. B. P. takes P.

6.

W. Q. Kt. P. one square.
B. The same.

7.

W. Q. Kt. P. takes P.
B. Q. R. P. two squares.

8.

W. Q. B. to its K. B. fourth square.
B. Q. Kt. to its Q. second square.

9.

W. K. Kt. to its B. third square.
B. K. B. P. one square.

10.

W. Q. P. one square.
B. Has a crowded and bad game.

SALVIO has not observed, that the *Queen's* Gambit's pawn should never be defended. Against a skilful opponent, a player who *defends* the Queen's Gambit's pawn cannot avoid losing the game.

ANOTHER METHOD OF PLAYING THE QUEEN'S GAMBIT.

1.

W. Q. P. two squares.
B. The same.

2.

W. Q. B. P. two squares.
B. Q. P. takes Q. B. P.

3.

W. K. P. one square.
B. Q. Kt. P. two squares.

4.

W. Q. R. P. two squares.
B. Q. B. P. one square.

5.

W. Q. R. P. takes Q. Kt. P.
B. Q. B. P. takes P.

6.

W. Q. to her K. B. third square, and Black cannot avoid losing a piece.

98.

ANOTHER METHOD OF PLAYING THE QUEEN'S GAMBIT.

1.

W. Q. P. two squares.
B. The same.

2.

W. Q. B. P. two squares.
B. Q. P. takes P. or *(a)*

2.

(a) B. Q. B. P. two squares.

This move constitutes the *Contra Gambitto.*

3.

W. Q. Kt. to its B. third square.
B. K. P. one square.

4.

W. K. Kt. to its B. third square.
B. Q. Kt. to its B. third square.

5.

W. K. P. one square.
B. K. Kt. to its B. third square.

6.

W. Q. R. P. one square.
B. Q. R. P. two squares.

3.

W. K. P. one square.
B. Q. Kt. P. two squares.

4.

W. Q. R. P. two squares.
B. Q. B. to its Q. second square.

5.

W. Q. R. P. takes Kt. P.
B. B. takes P.

6.

W. Q. Kt. to its B. third square, or Q. Kt. P. one square, and White will have a good game.

7.

W. Q. Kt. P. one square.
B. The same.

There seems to be no advantage on either side, but the game is badly opened: and in the *Contra Gambitto*, as SALVIO calls it (that is, when both parties play the Gambit), the *first* player appears to have the superiority, and to be able to preserve it.

ANOTHER METHOD OF PLAYING THE QUEEN'S GAMBIT.

1.

W. Q. P. two squares.

B. The same.

2.

W. Q. B. P. two squares.

B. Q. B. P. one square.

3.

W. Q. Kt. to its B. third square.

B. K. P. one square.

4.

W. Q. B. P. one square. or (*a*) or (*b*)

B. Q. Kt. P. one square.

4.

(*a*) *W.* K. P. one square.

B. K. B. to adversary's Q. Kt. fourth square.

5.

W. Q. B. to its Q. second square.

B. K. Kt. to its B. third square.

6.

W. K. B. P. one square.

B. K. to its Kt. square, and R. to its K. square.

7.

W. Q. R. P. one square.

B. K. B. to its K. second square.

8.

W. Q. B. P. one square.

5.

W. Q. Kt. P. two squares.
B. Q. R. P. two squares.

4.

(*b*) *W.* K. P. one square.
B. K. B. to its K. second square.

5.

W. Q. B. P. one square.
B. Q. Kt. P. one square.

6.

W. Q. Kt. P. two squares.
B. Q. R. P. two squares.

7.

W. Q. Kt. to its R. fourth square.
B. Q. Kt. to its Q. second square.

8.

W. Q. Kt. P. one square.
B. Q. B. P. takes Q. Kt. P.

9.

W. K. B. takes Q. B. P.
B. Q. Kt. P. takes Q. B. P.

10.

W. Q. Kt. takes Q. Kt. P.
B. K. B. takes Q. Kt.

11.

W. Q. P. takes B.
B. Q. to her B. second square.

12.

W. Q. B. to its R. third square, and has a very good game.

6.

W. Q. Kt. to its R. fourth square.

B. Q. Kt. to its Q. second square.

7.

W. Q. R. P. one square.

B. Q. R. P. takes Q. Kt. P.

8.

W. Q. R. P. takes P.

B. Q. Kt. P. one square.

9.

W. Cannot save his Knight.

ANOTHER METHOD OF PLAYING THE QUEEN'S GAMBIT.

1.

W. Q. P. two squares.
B. The same.

2.

W. Q. B. P. two squares.
B. Q. B. P. one square.

3.

W. Q. Kt. to its B. third square.
B. K. P. one square.

4.

W. K. P. one square.
B. K. B. to its K. second square.

5.

W. Q. B. P. one square.
B. K. P. one square.

6.

W. Q. P. takes K. P.
B. K. B. takes Q. B. P., and both games appear equal.

GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. Q. Kt. to its B. third square.

3.

W. K. B. to its Q. B. fourth square.
B. The same.

4.

W. K. to his Kt. square, and R. to its K. square.
B. K. Kt. to its B. third square.

5.

W. Q. B. P. one square.
B. K. to his Kt. square, and R. to its K. square.

6.

W. Q. P. two squares.
B. P. takes P.

7.

W. K. Kt. to adversary's K. Kt. fourth square.

B. R. to its B. square. or (*a*) or (*b*)

7.

(*a*) *B.* R. to its K. second square.

8.

W. K. P. one square.

B. Q. P. two squares.

9.

W. K. P. takes Kt.

B. R. takes R.

10.

W. Q. takes R.

B. Q. P. takes K. B.

11.

W. K. Kt. to its K. fourth square.

B. K. B. to its Q. Kt. third square.

12.

W. Q. B. to adversary's K. Kt. fourth square, and White has the superiority.

7.

(*b*) *B.* Q. P. two squares.

8.

W. K. P. takes Q. P.

B. R. takes R.

9.

W. Q. takes R.

B. K. Kt. takes K. P.

10.

W. Q. to her K. fourth square, &c.

8.

W. K. P. one square.
B. K. Kt. to its K. square.

9.

W. Q. to adversary's K. R. fourth square.
B. Must lose the game.

PAWN AND MOVE.

1.

B. K. P. two squares.
W. Q. Kt. to its B. third square.

2.

B. Q. P. two squares.
W. K. P. two squares.

3.

B. Q. P. one square.
W. Q. Kt. to its K. second square.

4.

B. Q. B. to adversary's K. Kt. fourth square.
W. K. Kt. to its B. third square.

5.

B. Q. B. takes it.
W. K. Kt. P. takes Q. B.

6.

B. Q. to adversary's K. R. fourth square, and checks.
W. Q. Kt. to its K. Kt. third square.

7.

B. K. Kt. to its B. third square.
W. Q. to her K. second square. or (*a*)

7.

(*a*) *W.* K. to his B. second square.

8.

B. Q. P. one square.
W. K. B. takes it.

8.

B. Q. P. one square.
W. Q. takes it. or (*b*) or (*c*) or (*d*)

9.

B. K. Kt. to its K. R. fourth square.
W. K. to his Kt. second square.

10.

B. K. Kt. to adversary's K. B. fourth square, and checks.
W. Loses irretrievably.

8.

(*b*) *W.* Q. B. P. takes Q. P.

9.

B. K. B. to its Q. B. fourth square, &c.
W. Must lose the game.

8.

(*c*) *W.* Q. to her K. B. second square.

9.

B. Q. Kt. to its Q. second square.
W. K. Kt. to adversary's K. B. fourth square.*

10.

B. Q. takes Q.
W. K. takes Q.

11.

B. K. B. to its Q. B. fourth square.
W. K. to his Kt. second square.

12.

B. K. Kt. P. one square, &c.

9.

* *W.* K. B. takes Q. P.

10.

B. K. B. to its Q. B. fourth square.
W. Q. to her K. Kt. second square (or K. second square, or K. B. square.)

11.

B. K. Kt. to its K. R. fourth square.
W. Cannot prevent his adversary from moving that Kt. to his Bishop's fourth square, and has therefore a bad game.

9.

B. K. Kt. to its K. R. fourth square.

W. Q. to adversary's Q. Kt. fourth square, and checks.

10.

B. Q. Kt. to its Q. second square.

W. K. R. to its Kt. square.

11.

B. K. B. to its Q. B. fourth square.

W. K. R. to its K. Kt. second square.

12.

B. K. Kt. to adversary's K. B. fourth square.

W. Must lose the game.

The White's defeat proceeds from his Q. P. being kept at home by the Black's uncommonly skilful move of the Q. P. one square (Move the eighth); therefore when Black plays Q. B. to adversary's K. Kt. fourth square (Move the fourth), White ought to move Q. P. one square; and if Black do not immediately take

---

8.

(*d*) *W.* Q. to her K. Kt. second square.

9.

B. K. B. to its Q. B. fourth square.

W. K. B. takes Q. P.

10.

B. K. Kt. to its K. R. fourth square, &c.

Q. Kt., White may afterwards move K. Kt. to its B. third square. If Black take Q. Kt. with Q. B., White ought to take with K. B., and then move his K. Kt. to its B. third square.

If Black were not to move Q. B. to adversary's K. Kt. fourth square (Move the fourth), White ought immediately to play Q. Kt. to its K. Kt. third square, afterwards K. Kt. to its B. third square, and then K. B.: *this opening* would give White a superiority over his opponent.

SECOND OPENING.

1.

B. K. P. two squares.
W. Q. B. P. one square.

2.

B. Q. P. two squares.
W. The same.

3.

B. K. P. one square.
W. Q. B. to its K. B. fourth square.

4.

B. K. B. to its Q. third square.
W. Q. B. takes it.

5.

B. Q. takes Q. B.
W. K. P. one square.

6.

B. Q. Kt. to its B. third square.
W. Q. B. P. one square, &c.

This Opening appears very favorable to the White; it is however extremely dangerous, for if Black, instead of K. B. to its Queen third square (Move the fourth), were to play K. Kt. P.

two squares, it would compel White to retreat with Q. B. to its Q. second square; for if he moved Q. B. to its K. Kt. third square, Black would, I think, win the game by moving his K. P. to adversary's K. third square. It does not appear to me that White could force that Pawn, and he certainly could not move out his pieces as long as it remained at his K. third square.

THIRD OPENING.

1.

B. K. P. two squares.
W. Q. Kt. to its B. third square.

2.

B. Q. P. two squares.
W. The same.

3.

B. K. P. one square. or (*a*)
W. Q. B. to its K. B. fourth square, &c.

3.

(*a*) *B.* Q. to adversary's K. R. fourth square, and checks.
W. K. Kt. P. one square.

4.

B. Q. takes Q. P.
W. Q. takes Q.

5.

B. K. P. takes Q.
W. Q. Kt. takes Q. P., and the game is nearly equal; White's position being rather superior to that of the Black, who has, however, *seven* pawns to *six*.

"This Opening is nearly similar to the last," says SALVIO; but it appears, on the contrary, to be infinitely superior to it, for Black cannot play K. Kt. P. two squares, with any hopes of success.

Ex.

4.

B. K. Kt. P. two squares.

W. Q. B. to its K. Kt. third square.

5.

B. K. P. to adversary's K. third square.

W. In the last Opening, White cannot gain that pawn; but in this, he may easily win it, by moving his Queen to her third square, Black being unable to move his Queen to her King's second square, on account of White's Q. Kt., which would take Queen's Pawn and then King's Pawn, &c.

FOURTH OPENING.

1.

B. K. P. two squares.
W. K. P. one square.

2.

B. K. B. to its Q. B. fourth square. or (*a*)
W. Q. to adversary's K. R. fourth square.

2.

(*a*) *B.* Q. Kt. to its B. third square.
W. Q. to adversary's K. R. fourth square. (or *b*)

3.

B. K. Kt. to its B. third square.
W. Q. to her K. R. fourth square. (or *c*)

4.

B. K. B. to its K. second square.
W. Has a very bad game.

2.

(*b*) *W.* Q. B. P. one square.

3.

B. Q. P. two squares.
W. The same.

4.

B. K. P. one square.
W. Q. B. P. one square.

White has a very good game. I think that Black, instead of moving Q. P. two squares (Move the third), ought to move K. P. one square.

If Black, instead of K. P. one square (Move the fourth), should take Q. P. with K. P., White must take with his K. P. to make way for his Q. B.

3.

B. Q. to her K. second square.
W. Q. Kt. to its B. third square.

4.

B. K. Kt. to its B. third square.
W. Q. to her K. R. fourth square.

5.

B. Q. B. P. one square.
W. K. P. one square.

6.

B. Q. P. one square.
W. The same.

7.

B. K. B. to adversary's Q. Kt. fourth square.
W. Q. B. to its Q. second square, &c.

3.

(c) *W.* Q. to adversary's K. Kt. fourth square.

4.

B. K. R. P. one square.
W. Q. to her K. Kt. third square.

5.

B. Q. P. two squares.
W. K. Kt. to its B. third square.

6.

B. K. Kt. to adversary's K. fourth square, &c.

This Opening is very favorable to the White; but it arises from the Black's playing most injudiciously his K. B. to its Q. B. fourth square, (Move the second.) It appears to me, that, if Black had played almost any other move, White could not, with any propriety, play his Queen to adversary's King's Rook fourth square.

FIFTH OPENING.

1.

B. K. P. two squares.
W. K. P. one square.

2.

B. Q. P. two squares.
W. Q. P. two squares.

3.

B. K. P. one square.
W. Q. B. P. two squares.

4.

B. Q. B. P. one square.
W. Q. B. B. takes Q. P.

5.

B. Q. B. P. takes Q. B. P.
W. Q. to her R. fourth square, and checks.

6.

B. Q. Kt. interposes at B. third square.
W. Q. Kt. to its B. third square.

7.

B. Q. to adversary's K. R. fourth square, and checks. *(a)*
W. K. Kt. P. one square.

(a) This is a very bad move.

8.

B. Q. to her own square.
W. K. B. to adversary's Q. Kt. fourth square.

9.

B. K. Kt. to its K. second square.
W. The same.

10.

B. Q. B. to its K. third square.
W. K. Kt. to its B. fourth square.

11.

B. Q. R. P. one square.
W. If K. B. take Q. Kt., K. Kt. must take K. B.; and if White move K. B. to its K. second square, Black may move K. Kt. to its third square.

The White has a good game, but Black has played remarkably ill: if he had played properly, White must have lost a pawn, and his situation would, beside, be very inferior to his adversary's.

Ex.

1.

B. K. P. two squares.
W. K. P. one square.

2.

B. Q. P. two squares.
W. The same.

3.

B. Q. to adversary's K. R. fourth square.
W. K. Kt. P. one square.

4.

B. Q. to adversary's K. fourth square.
W. K. Kt. to its B. third square.

5.

B. Q. B. to adversary's K. Kt. fourth square.
W. K. B. to its Kt. second square. or (*a*) or (*b*)

5.

(*a*) *W.* K. B. to its K. second square.

6.

B. K. P. takes Q. P.
W. Cannot take K. P. without losing either K. Kt. or K. R.

5.

(*b*) *W.* K. to his B. second square.

6.

B. Q. B. takes K. Kt.
W. Q. takes Q. B.

7.

B. Q. takes Q. B. P., and checks.
W. K. B. to its K. second square.

8.

B. K. P. one square.
W. Has a very bad game.

6.

B. K. P. takes Q. P.

W. Cannot take K. P. with any of his pieces; and were he to take with his Queen,

7.

B. Q. B. takes K. Kt., and wins a piece, &c.

THE following Games were played by two Gentlemen who have a predilection for *this* Gambit, and who rank as very good Players: they are here inserted, from a belief that they are likely to assist the Amateur in acquiring a successful System of Defence against the exceedingly powerful Attack which the *Sacrifice* of the King's Knight gives the Gambit Player.

FIRST GAME.

1.

B. K. P. two squares.
W. The same.

2.

B. K. B. P two squares.
W. K. P. takes it.

3.

B. K. Kt. to its B. third square.
W. K. Kt. P. two squares.

4.

B. K. B. to Q. B. fourth square.
W. K. Kt. P. one square.

5.

B. K. castles.
W. K. Kt. P. takes K. Kt.

6.

B. Q. takes K. Kt. P. at K. B. third square.
W. K. B. to its R. third square.

7.

B. K. P. one square.
W. Q. Kt. to its B. third square.

8.

B. Q. B. P. one square.
W. Q. to K. second square.

9.

B. Q. to adversary's Q. fourth square.
W. Q. Kt. takes K. P.

10.

B. K. B. to Q. Kt. third square.
W. K. Kt. to B. third square.

11.

B. Q. to adversary's Q. Kt. fourth square.
W. Q. B. P. one square.

12.

B. Q. to K. second square.
W. K. P. one square to adversary's K. B. third square.

13.

B. K. Kt. P. takes K. P.
W. K. R. to its Kt. square, and checks.

14.

B. K. to his R. square.
W. Q. P. two squares.

15.

B. Q. Kt. to its R. third square.
W. Q. Kt. to K. Kt. third square.

16.

B. Q. to K. B. second square.
W. Q. Kt. to adversary's K. B. fourth square.

17.

B. Q. R. to its K. square.
W. Q. B. to its K. third square.

18.

B. Q. to her fourth square.
W. Q. Kt. to adversary's K. R. third square.

19.

B. Q. to K. R. fourth square.
W. K. B. to Kt. fourth square.

20.

B. Q. to her R. fourth square.
W. K. B. takes Q. P.

21.

B. K. R. to B. square.
W. Q. to her B. fourth square.

22.

B. Q. to her fourth square.
W. Q. takes Q.

23.

B. Q. B. P. takes Q.
W. K. B. takes Q. B.

24.

B. Q. R. takes K. B.
W. K. to Q. second square.

25.

B. K. Kt. P. one square to K. B. fourth square.
W. Q. B. to adversary's K. Kt. fourth square.

26.

B. Q. R. to Q. B. third square.
W. K. Kt. to adversary's K. fourth square.

27.

B. Q. R. to K. Kt. third square.
W. Q. B. to adversary's K. second square.

28.

B. K. R. to K. square.
W. Q. B. to adversary's K. B. third square, and checks.

29.

B. Q. R. takes Q. B.

W. Q. Kt. checks at adversary's K. B. second square.

30.

B. Q. R. takes it.

W. K. Kt. takes Q. R., giving checkmate.

SECOND GAME.

1.

B. K. P. two squares.

W. The same.

2.

B. K. B. P. two squares.

W. K. P. takes it.

3.

B. K. Kt. to its B. third square.

W. K. Kt. P. two squares.

4.

B. K. B. to Q. B. fourth square.

W. K. Kt. P. one square.

5.

B. K. castles.

W. K. Kt. P. takes K. Kt.

6.

B. Q. takes K. Kt. P. at K. B. third square.
W. K. B. to its R. third square.

7.

B. Q. B. P. one square.
W. Q. Kt. to B. third square.

8.

B. Q. P. two squares.
W. Q. to K. second square.

9.

B. K. P. one square.
W. Q. Kt. takes K. P.

10.

B. Q. P. takes Q. Kt.
W. Q. to her B. fourth square, and checks.

11.

B. K. to his R. square.
W. Q. takes K. B.

12.

B. Q. Kt. to its R. third square.
W. Q. to her B. third square.

13.

B. Q. to adversary's K. R. fourth square.
W. Q. to K. Kt. third square.

14.

B. Q. to K. B. third square.
W. K. Kt. to K. second square.

15.

B. Q. Kt. to adversary's K. Kt. fourth square.
W. K. to Q. square.

16.

B. Q. B. takes K. P. at K. B. fourth square.
W. K. B. takes Q. B.

17.

B. Q. takes K. B.
W. K. R. to its Kt. square.

18.

B. K. R. to its B. second square.
W. Q. R. P. one square.

19.

B. Q. Kt. to its Q. fourth square.
W. Q. Kt. P. one square.

20.

B. K. Kt. P. one square.
W. Q. B. to its Kt. second square, and checks.

21.

B. K. to his Kt. square.
W. K. R. to its Kt. second square.

22.

B. Q. to adversary's K. B. third square.
W. K. to his square.

23.

B. Q. R. to K. B. third square.
W. Q. B. to Q. fourth square.

24.

B. Q. Kt. P. one square.
W. Q. B. P. two squares.

25.

B. Q. B. P. one square.
W. Q. B. P. takes Q. Kt.

26.

B. Q. B. P. takes Q. B.
W. K. Kt. takes Q. B. P.

27.

B. Q. to K. B. third square.
W. Q. to B. third square.

28.

B. K. P. one square.
W. Q. P. takes it.

29.

B. Q. R. to K. square.
W. Q. R. to Q. B. square.

30.

B. Q. R. to adversary's K. fourth square.
W. Q. Kt. to adversary's K. third square.

31.

B. Q. R. takes Q. Kt.
W. Q. to adversary's Q. B. square, and checks.

32.

B. K. to his Kt. second square.
W. P. takes Q. R.

33.

B. K. R. to its B. square.
W. Q. to adversary's Q. second square, and checks.

34.

B. K. to his R. third square.
W. P. one square.

35.

B. K. R. to its B. square.
W. Q. to K. R. square, and checks.

36.

B. K. to his Kt. second square.
W. P. one square, becomes a Knight, and checks.

37.

B. Loses his Q. and the game.

THIRD GAME.

1.

B. K. P. two squares.
W. The same.

2.

B. K. B. P. two squares.
W. K. P. takes it.

3.

B. K. Kt. to B. third square.
W. K. Kt. P. two squares.

4.

B. K. B. to Q. B. fourth square.
W. K. Kt. P. one square.

5.

B. K. castles.
W. K. Kt. P. takes K. Kt.

6.

B. Q. takes K. Kt. P.
W. Q. to K. second square.

7.

B. Q. P. two squares.
W. Q. Kt. to B. third square.

8.

B. Q. B. P. one square.
W. Q. Kt. to K. fourth square.

9.

B. Q. P. takes it.

W. Q. to her B. fourth square, and checks.

10.

B. K. to R. square.

W. Q. takes K. B.

11.

B. Q. B. takes Gambit's Pawn.

W. K. B. to its R. third square.

12.

B. Q. Kt. to Q. second square.

W. Q. to K. third square.

13.

B. Q. Kt. to its third square.

W. Q. P. one square.

14.

B. Q. Kt. to its Q. fourth square.

W. Q. to adversary's K. Kt. fourth square.

15.

B. Q. P. takes Q. P.

W. Q. takes Q.

16.

B. K. R. takes Q.

W. K. B. takes Q. B.

17.

B. K. R. takes K. B.

W. Q. B. P. takes Q. P.

18.

B. Q. Kt. to adversary's Q. Kt. fourth square.
W. K. to his second square.

19.

B. Q. R. to Q. square.
W. Q. B. to K. third square.

20.

B. Q. Kt. takes Q. B. P. on the adversary's Q. third square.
W. Q. R. to Q. square.

21.

B. K. P. one square.
W. K. Kt. to R. third square.

22.

B. Q. B. P. one square.
W. Q. Kt. P. one square.

23.

B. Q. Kt. P. two squares.
W. K. R. to Kt. square.

24.

B. Q. B. P. one square.
W. K. R. to its Kt. fourth square.

25.

B. Q. R. to K. square.
W. K. Kt. to its B. fourth square.

26.

B. K. R. P. one square.
W. K. Kt. to adversary's K. Kt. third square, and checks.

27.

B. K. to R. second square.
W. Q. B. to Q. fourth square.

28.

B. K. R. to its B. second square.
W. Q. R. to its K. Kt. square.

29.

B. Q. B. P. to adversary's Q. B. third square.
W. K. Kt. to its B. fourth square.

30.

B. Q. Kt. takes it, and checks.
W. K. R. takes Q. Kt.

31.

B. Q. R. to K. second square.
W. K. R. takes K. R.

32.

B. Q. R. takes K. R.
W. Q. B. takes the P. on its third square, and has the better game.

The following Game is extracted from a very valuable Treatise published at Modena, in 1769, *and said to be written by Dr. Ercole del Rio. It is a well played Game, and exemplifies the powerful attack acquired by suffering the Knight to be captured; thus, tending to establish the truth of this position: "That, if the* Italian *method of castling be allowed, the attack will prove irresistible."*

1.

B. K. P. two squares.
W. The same.

2.

B. K. B. P. two squares.
W. K. P. takes it.

3.

B. K. Kt. to B. third square.
W. K. Kt. P. two squares.

4.

B. K. B. to Q. B. fourth square.
W. K. Kt. P. one square.

5.

B. King to Rook's square, and Rook to B.'s square.
W. K. Kt. P. takes K. Kt.

6.

B. Q. takes K. Kt. P.
W. Q. to K. second square.

7.

B. Q. Kt. to B. third square.

W. Q. to her B. fourth square.

8.

B. K. B. takes K. B. P., and checks.

W. K. to his second square.

9.

B. K. B. takes K. Kt.

W. K. R. takes K. B.

10.

B. Q. Kt. to adversary's Q. fourth square, and checks.

W. K. to his Q. square.

11.

B. Q. P. two squares.

W. Q. takes it.

12.

B. Q. B. takes Gambit's Pawn, and Black must win the game.

FIRST VARIATION,

Beginning at the seventh move of the White.

1.

B. *K. P. two squares.*

W. *The same.*

2.

B. *K. B. P. two squares.*
W. *K. P. takes it.*

3.

B. *K. Kt. to B. third square.*
W. *K. Kt. P. two squares.*

4.

B. *K. B. to Q. B. fourth square.*
W. *K. Kt. P. one square.*

5.

B. *King to Rook's square, and Rook to B.'s square.*
W. *K. Kt. P. takes K. Kt.*

6.

B. *Q. takes K. Kt. P.*
W. *Q. to K. second square.*

7.

B. *Q. Kt. to B. third square.*
W. Q. B. P. one square.

8.

B. Q. P. two squares.
W. Q. P. one square.

9.

B. Q. B. takes Gambit's Pawn.
W. Q. Kt. to Q. second square.

10.

B. Q. B. takes Q. P.
W. Q. takes Q. B.

11.

B. K. B. takes K. B. P., and checks.
W. K. to Q. square.

12.

B. K. P. one square.
W. Q. to K. second square.

13.

B. K. P. one square.
W. Q. Kt. to its third square.

14.

B. Q. P. one square.
W. Q. B. Pawn takes it.

15.

B. Q. Kt. takes Q. B. P.
W. Q. Kt. takes Q. Kt.

16.

B. Q. takes Q. Kt., and checks.
W. K. to his Q. B. second square.

17.

B. Q. to adversary's K. fourth square, and checks.
W. Must lose the King's Rook, and the game.

SECOND VARIATION,

Beginning at the seventh move of the White.

1.

B. *K. P. two squares.*
W. *The same.*

2.

B. *K. B. P. two squares.*
W. *K. P. takes it.*

3.

B. *K. Kt. to B third square.*
W. *K. Kt. P. two squares.*

4.

B. *K. B. to Q. B. fourth square.*
W. *K. Kt. P. one square.*

5.

B. *King to Rook's square, and Rook to B.'s square.*
W. *K. Kt. P. takes K. Kt.*

6.

B. *Q. takes K. Kt. P.*
W. *Q. to K. second square.*

7.

B. *Q. Kt. to B. third square.*
W. K. Kt. to R. third square.

8.

B. Q. P. two squares.
W. K. B. to its Kt. second square.

9.

B. Q. B. takes Gambit's P.
W. Q. P. one square.

10.

B. Q. B. takes K. Kt.
W. K. B. takes Q. B.

11.

B. Q. to adversary's K. R. fourth square.
W. Q. to her K. Kt. fourth square.

12.

B. Q. takes K. B. P., and checks.
W. K. to Q. square.

13.

B. Q. Kt. to adversary's Q. fourth square.
W. Q. to her K. Kt. second square.

14.

B. Q. Kt. takes Q. B. P., and Black will win the game.

N. B. Black ought certainly to move his Queen's Knight to the adversary's Queen's fourth square, instead of his Queen to the adversary's K. R. fourth (Move 11th).

THIRD VARIATION,

Beginning at the seventh move of the White.

1.

B. *K. P. two squares.*
W. *The same.*

2.

B. *K. B. P. two squares.*
W. *K. P. takes it.*

3.

B. *K. Kt. to B. third square.*
W. *K. Kt. P. two squares.*

4.

B. *K. B. to Q. B. fourth square.*
W. *K. Kt. P. one square.*

5.

B. *King to Rook's square, and Rook to B.'s square.*
W. *K. Kt. P. takes K. Kt.*

6.

B. *Q. takes K. Kt. P.*
W. *Q. to K. second square.*

7.

B. *Q. Kt. to its B. third square.*
W. K. B. to its R. third square.

8.

B. Q. P. two squares.
W. Q. B. P. one square.

9.

B. Q. B. takes Gambit's Pawn.
W. Q. P. one square.

10.

B. Q. B. takes K. B.
W. K. Kt. takes Q. B.

11.

B. Q. to adversary's K. R. fourth square.
W. Q. to her K. B. square.

12.

B. K. R. to adversary's K. B. third square.
W. K. Kt. to its square.

13.

B. K. R. takes K. B. P., and
W. Has a *hopeless* game.

The Editor is induced to insert the following four Games, from a conviction that they contain several masterly moves, and that they are eminently calculated to enable a Player to judge whether moving Queen's Bishop's Pawn two squares be an advantageous debût *for the* Second *Player.*

These Games are extracted from a scarce and valuable Italian Manuscript, which has been very obligingly communicated to the Editor by E. Morris, *Esq., M. P.; indisputably one of the most skilful Chess-players of the present day.*

This Opening is called

IL GIOCHO SICILIANO.

1.

W. K. P. two squares.
B. Q. B. P. two squares.

2.

W. K. B. P. two squares.
B. Q. Kt. to its B. third square.

3.

W. K. Kt. to its B. third square.
B. Q. P. one square.

4.

W. K. B. to Q. B. fourth square.
B. K. Kt. to R. third square.

5.

W. King Castles.
B. Q. B. to adversary's K. Kt. fourth square.

6.

W. Q. B. P. one square.
B. K. P. one square.

7.

W. K. R. P. one square.
B. Q. B. takes K. Kt.

8.

W. Q. takes Q. B.
B. Q. to her second square.

9.

W. Q. P. one square.
B. K. Castles with the Queen's Rook.

10.

W. K. B. P. one square.
B. Q. Kt. to its K. fourth square.

11.

W. Q. to her K. second square.
B. K. Kt. takes K. B.

12.

W. Q. B. takes K. Kt.
B. Kt. to its Q. R. fourth square.

13.

W. Q. Kt. P. two squares.
B. Kt. to its Q. B. third square.

14.

W. Q. B. to its Q. second square.
B. K. P. takes P.

15.

W. The P. takes the P.
B. K. B. P. one square.

16.

W. Q. Kt. P. one square.
B. Q. Kt. to its K. second square.

17.

W. Q. to adversary's K. third square.
B. Q. takes Q.

18.

W. P. takes Q.
B. Kt. to its K. Kt. third square.

19.

W. Q. P. one square.
B. Q. P. one square.

20.

W. Q. B. to its K. third square.
B. Q. B. P. one square.

21.

W. Q. B. to its own square.
B. Q. R. to its K. square.

22.

W. R. to its K. square.
B. K. R. to its Q. third square.

23.

W. [illegible]
B. [illegible]

24.

W. [illegible]
B. [illegible]

25.

W. [illegible]
B. [illegible]

26.

W. [illegible]
B. [illegible]

27.

W. Q. R. P. one square.
B. K. R. to its Kt. square.

28.

W. Q. R. P. one square.
B. Q. Kt. P. one square.

29.

W. Kt. to its K. B. square.

B. K. B. P. one square.

30.

W. Kt. to its K. third square.

B. Kt. to its Q. B. second square.

31.

W. R. to its K. B. square.

B. K. B. P. one square.

32.

W. Kt. to its Q. square.

B. Kt. to its K. third square.

33.

W. Q. R. to its second square.

B. K. Kt. P. one square.

34.

W. Kt. to its K. B. second square.

B. K. B. P. one square.

35.

W. K. R. P. takes K. Kt. P.

B. K. R. P. takes P.

36.

W. Kt. to its K. R. square, &c.

4.

W. K. B. to Q. B. fourth square.
B. K. Kt. to R. third square.

5.

W. King Castles.
B. Q. B. to adversary's K. Kt. fourth square.

6.

W. Q. B. P. one square.
B. K. P. one square.

7.

W. K. R. P. one square.
B. Q. B. takes K. Kt.

8.

W. Q. takes Q. B.
B. Q. to her second square.

9.

W. Q. P. one square.
B. K. Castles with the Queen's Rook.

10.

W. K. B. P. one square.
B. Q. Kt. to its K. fourth square.

11.

W. Q. to her K. second square.
B. K. Kt. takes K. B.

29.

W. Kt. to its K. B. square.
B. K. B. P. one square.

30.

W. Kt. to its K. third square.
B. Kt. to its Q. B. second square.

31.

W. R. to its K. B. square.
B. K. B. P. one square.

32.

W. Kt. to its Q. square.
B. Kt. to its K. third square.

33.

W. Q. R. to its second square.
B. K. Kt. P. one square.

34.

W. Kt. to its K. B. second square.
B. K. B. P. one square.

35.

W. K. R. P. takes K. Kt. P.
B. K. R. P. takes P.

36.

W. Kt. to its K. R. square, &c.

SECOND GAME.

1.

W. K. P. two squares.
B. Q. B. P. two squares.

2.

W. Q. Kt. P. two squares.
B. Q. B. P. takes it.

3.

W. Q. P. two squares.
B. K. P. one square.

4.

W. Q. R. P. one square.
B. Q. B. P. takes it.

5.

W. Q. B. takes Q. B. P.
B. K. B. takes Q. B.

6.

W. Q. R. takes K. B.
B. Q. Kt. to its B. third square.

7.

W. Q. B. P. two squares.
B. K. Kt. to its B. third square.

8.

W. K. P. one square.
B. K. Kt. to its square.

9.

W. K. B. P. two squares.
B. K. Kt. to its R. third square.

10.

W. K. Kt. to its B. third square.
B. K. castles.

11.

W. Q. P. one square.
B. P. takes P.

12.

W. P. takes P.
B. Kt. to its K. second square.

13.

W. P. one square (to the adversary's Q. third square).
B. Q. Kt. to its K. Kt. third square.

14.

W. Q. to her second square.
B. Q. to her Kt. third square.

15.

W. Q. Kt. to its B. third square.
B. K. Kt. to its B. fourth square.

16.

W. Q. Kt. to the adversary's Q. fourth square.

B. Q. to adversary's K. Kt. square, and checks.

17.

W. K. to his B. second square.

B. Q. Kt. P. one square.

18.

W. R. to its K. Kt. square.

B. Q. to adversary's K. fourth square.

19.

W. Kt. to adversary's Q. B. second square.

B. Rook to its Q. Kt. square.

20.

W. K. B. to its Q. third square.

B. Q. takes K. B. P.

21.

W. Q. takes Q.

B. Kt. takes Q.

22.

W. B. takes Kt.

B. Q. R. P. two squares.

23.

W. K. R. to its Q. Kt. square.

B. R. to its Q. Kt. second square.

24.

W. K. B. to its K. fourth square.
B. R. to its Q. Kt. square.

25.

W. Q. R. takes Q. R. P.
B. Q. Kt. P. takes Q. R.

26.

W. K. R. takes R.
B. K. B. P. one square.

27.

W. B. to the adversary's Q. fourth square, and checks.
B. Kt. takes B.

28.

W. Kt. takes Kt.
B. K. to his B. second square.

29.

W. Kt. to the adversary's K. second square.
B. B. to its Q. R. third square.

30.

W. R. takes R.
B. K. takes R., &c.

THIRD GAME.

1.

W. K. P. two squares.
B. Q. B. P. two squares.

2.

W. K. B. P. two squares.
B. K. P. one square.

3.

W. K. Kt. to its B. third square.
B. Q. Kt. to its B. third square.

4.

W. Q. B. P. one square.
B. Q. P. two squares.

5.

W. K. P. one square.
B. K. B. to its K. second square.

6.

W. Q. P. two squares.
B. Q. B. P. one square.

7.

W. K. B. to its K. second square.
B. K. B. to adversary's K. R. fourth square, and checks.

8.

W. K. Kt. P. one square.
B. K. B. to its K. second square.

9.

W. Q. B. to its K. third square.
B. Q. B. to its Q. second square.

10.

W. Q. Kt. to its Q. second square.
B. K. Kt. to its R. third square.

11.

W. Q. Kt. P. one square.
B. Q. Kt. P. two squares.

12.

W. Q. R. P. two squares.
B. Q. R. P. one square.

13.

W. Q. R. P. takes Q. Kt. P.
B. Q. R. P. takes P.

14.

W. Q. Kt. P. one square.
B. K. castles.

15.

W. K. castles.
B. K. Kt. to its B. fourth square.

16.

W. Q. B. to its K. B. second square.
B. R. takes Rook.

17.

W. Q. takes Rook.
B. Kt. takes Q. Kt. P.

18.

W. P. takes Kt.
B. B. takes P.

19.

W. Q. to her Kt. square.
B. Q. to her R. fourth square.

20.

W. Q. to her B. second square.
B. B. to adversary's B. third square.

21.

W. K. R. P. one square, &c.

FOURTH GAME.

1.

W. K. P. two squares.
B. Q. B. P. two squares.

2.

W. Q. Kt. P. two squares.
B. Q. B. P. takes it.

3.

W. Q. P. two squares.
B. K. P. one square.

4.

W. Q. R. P. one square.
B. Q. B. P. takes it.

5.

W. Q. B. P. two squares.
B. K. B. checks.

6.

W. Q. B. to its Q. second square.
B. K. B. takes Q. B., and checks.

7.

W. Q. takes Q. B.
B. Q. P. two squares.

8.

W. K. P. one square.
B. P. takes P.

9.

W. K. B. takes P.
B. Q. Kt. to B. third square.

10.

W. K. Kt. to its Q. second square.
B. K. Kt. to its K. second square.

11.

W. R. takes P.
B. K. castles.

12.

W. K. castles.
B. K. Kt. to its B. fourth square.

13.

W. R. to its Q. third square.
B. Q. R. P. one square.

14.

W. K. B. P. two squares.
B. Q. Kt. P. two squares.

15.

W. K. B. to its Q. Kt. third s
B. Q. R. P. one square.

16.

W. K. Kt. P. two square
B. Kt. to its K. R. third

17

W. K. R. P. one squar
B. Q. R. P. one squa

18.

W. K. B. to its Q. B. second square.
B. Q. Kt. P. one square.

19.

W. K. B. P. one square.
B. P. takes P.

20.

W. K. Kt. P. one square.
B. Q. Kt. P. one square.

21.

W. K. B. to its Q. square.
B. Q. to her R. fourth square.

22.

W. Q. to her K. B. fourth square.
B. Q. to her Kt. fourth square.

23.

W. R. to its K. Kt. third square.
B. Q. B. to its Q. second square.

24.

W. P. takes K. Kt.
B. K. Kt. P. one square.

25.

W. Q. to adversary's K. Kt. fourth square.
B. K. B. P. one square.

26.

W. P. takes P.
B. K. R. to its B. second square.

27.

W. K. Kt. to its B. fourth square.

B. Kt. takes Q. P.

28.

W. K. Kt. takes K. Kt. P.

B. K. Kt. to its K. third square.

29.

W. Kt. to adversary's K. second square, and checks, at the same time exposing the King to the Queen's check.

B. K. to its R. square.

30.

W. Q. to the adversary's K. Kt. second square, and checks. (or *a*)

B. K. Kt. takes Q.

31.

W. K. B. P. takes K. Kt., and checks.

B. K. R. takes K. B. P.

32.

W. K. Kt. P. takes K. R., and checkmates.

30.

(*a*) *W.* Q. to adversary's K. Kt. square, and checks.

B. Q. R. takes Q.

31.

W. R. takes R., and checkmates.

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27.

W. K. Kt. to its B. fourth square.

B. Kt. takes Q. P.

28.

W. K. Kt. takes K. Kt. P.

B. K. Kt. to its K. third square.

29.

W. Kt. to adversary's K. second square, and checks, at the same time exposing the King to the Queen's check.

B. K. to its R. square.

30.

W. Q. to the adversary's K. Kt. second square, and checks. (or *a*)

B. K. Kt. takes Q.

31.

W. K. B. P. takes K. Kt., and checks.

B. K. R. takes K. B. P.

32.

W. K. Kt. P. takes K. R., and checkmates.

30.

(*a*) *W*. Q. to adversary's K. Kt. square, and checks.

B. Q. R. takes Q.

31.

W. R. takes R., and checkmates.

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[illegible]